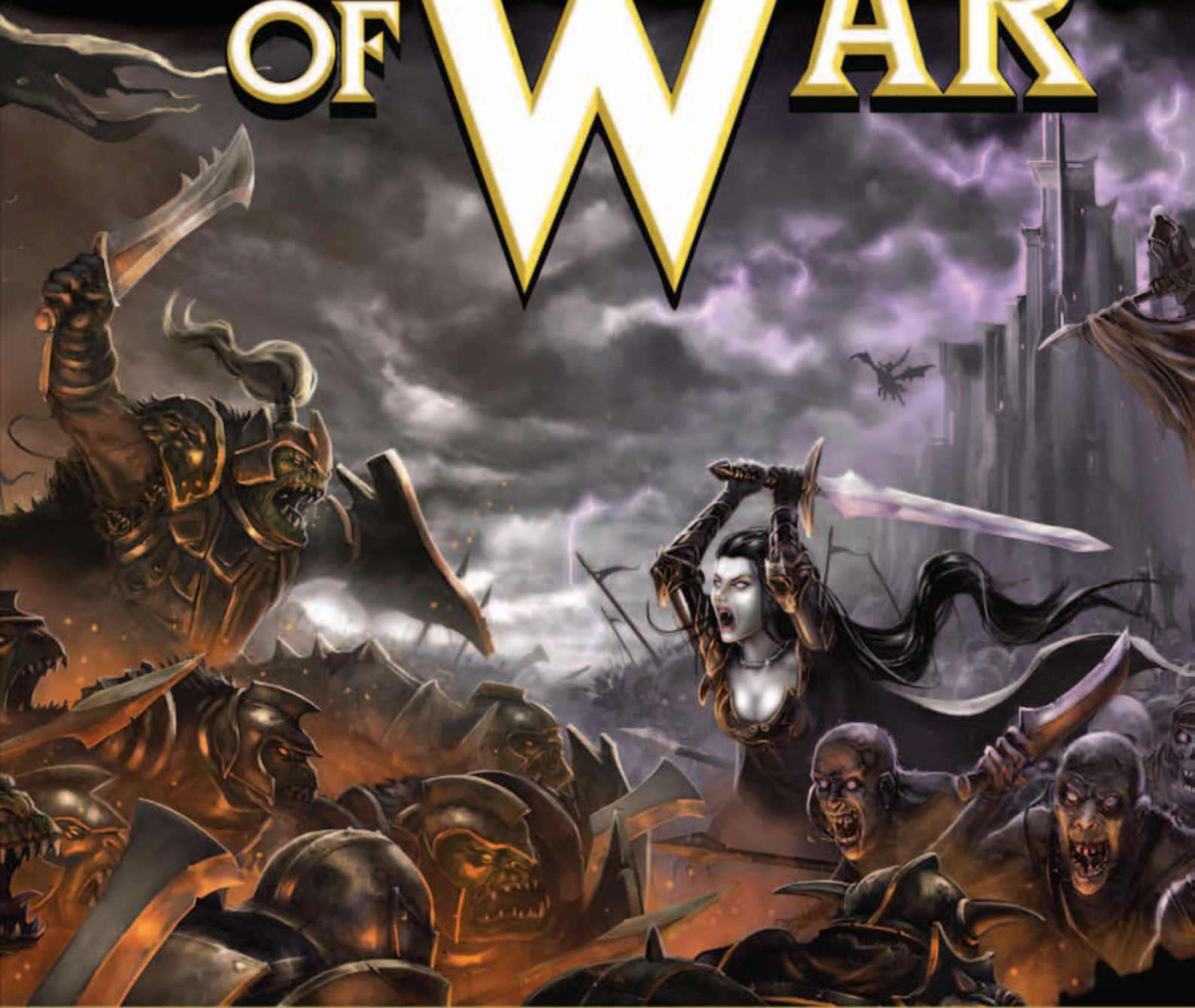


KINGS OF WAR

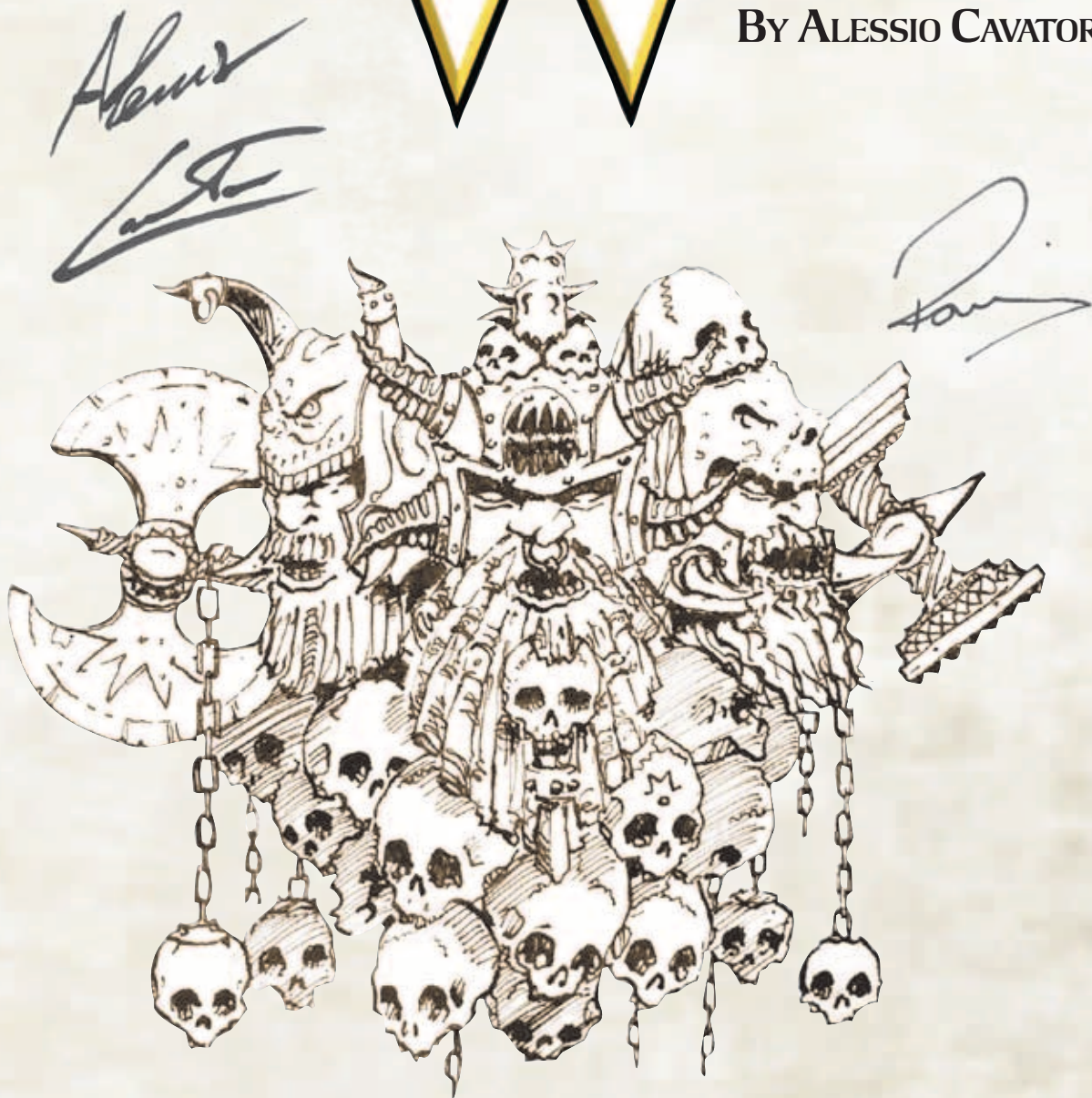


Epic fantasy armies
clash on the fields of battle

mantic

KINGS OF WAR

BY ALESSIO CAVATORE



INTRODUCTION

Welcome to the latest edition of *Kings of War*. At Mantic, we are very proud of the book you're holding – it is the product of three years of hard work, and it brings together for the first time our miniatures range, the rich background story of the world of Mantica and the game rules all in one place. We have added magical artefacts for your heroes and units, as well as brand new rules covering sieges and campaigns. You will also see that the army lists have continued to expand, and that the points values have been adjusted.

Kings of War is a game that is both easy to learn and fast to play, but it will take time and experience to master. With few and simple rules, there is little to get in the way of the fun and carnage of epic tabletop battles where huge armies clash. Mantic's great prices enable you to build an affordable and great-looking army that's simple to assemble and paint.

The clear and well-written rules, which are now in their third iteration, allow quick and unambiguous play. They are fine-tuned and balanced, thanks to the copious

feedback that the community has regaled us with, and for which we are very grateful.

This unobtrusive rule set makes *Kings of War* a challenging game of strategy, much like chess. *Kings of War* allows you to pit your wits against your opponent, the battlefield and the strengths and weaknesses of your own army... and, of course, the dice! The innovative turn structure lets you play *Kings of War* using a stopwatch or a chess clock. As the seconds tick away, the pressure and excitement makes *Kings of War* unlike any other large-scale war game you've ever played before.

On our website, you'll find free introductory rules and army lists so that you can introduce your friends and club members to the new and exciting world of the *Kings of War* game. On our forums, you can leave your opinions, ideas and feedback. Please keep it coming!

www.manticgames.com/Forum.html

Devastation and slaughter await...



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A WORLD AT WAR

Once, the world was in balance. That time is no more, recorded only in dusty scrolls or on the monuments of drowned cities. There are, perhaps, those who remember, gods or those near immortals gifted in sorcery, but they hold their silence.

Since ancient times, the world has been at war. The Pact between Elves and Men is no more. The kingdoms that pledged their armies in service of that sacred treaty are gone into legend. The descendants of the noble princes who swore eternal oaths of friendship war openly with one another. The glorious empires of those days are lost to the ocean, the palaces of the wise home to kraken, the scions of their great houses exiled or extinct.

The seers foresee an age of horror approaching, for the spirit of the earth is sick, tainted with deadly sorcery in a conflict now only a few remember. Not that the warlords of this bloody era care, not while there is glory to be won, territory to be wrested from the enemy, foes to be slaughtered... Man, Elf and Dwarf struggle for power and influence, battling across the ruins of long-dead realms, or staking claims to new lands. Orcs roam the dark places, the high peaks, forbidding forests and frozen plains, a threat to shake the mountains, should they ever unite.

Over all, great dangers hang. As the petty lands of Men vie for dominance, as the relentless Dwarfs extend their boundless under-kingdom, as the Elves sink into despairing dreams of their past glories, the dark mage Mhorgoth stalks the land. The most powerful necromancer ever to have tainted the earth with his existence, vast legions of unliving warriors follow his rotting banners.

To the far north, the evil Abyssal Dwarfs create machines, a fusion of dark sorcery and technology, ready to enslave the world. Within the deep pit of the Abyss, dark gods stir, yearning to break free from their prison and tread the clean earth once again. Their demonic servants are legion, ready to do the bidding of any willing to pay the terrible price of the Abyssals in blood and souls.

There are but a few places where the light of the old era persists, where the remaining deities of noble intent might still be implored for help, but ranged against such evil, what hope is there for the world? Nine hundred years after the last dark god was cast down into the Abyss, Mantica trembles once more to the marching of vast armies.



THE TIME OF LIGHT

Things were not always this tragic. In the ancient times, three civilisations whose achievements tower over those of today's benighted world coexisted in great harmony, bringing much good to all. The Kingdom of the Elves, the Underlands of the Dwarfs, and the mannish Grand Republic of Primovantor ruled a world untroubled by dark magic or the likes of Orcs and Abyssals.

Thousands of years ago the Celestian, a race of divine beings worshipped by all three of the Noble Peoples, reigned over all. Their gifts to Man, Dwarf and Elf were mighty, fitting to the talents and hearts of each. Under the guidance of the Celestian, towers reached to the stars. Men walked upon the soil of other planes of existence, the elves created works of art never surpassed, and the Dwarfs delved their greatest underground cities.

Whence the Celestian came, and whether they were truly gods or some other kind of being, is no longer known. What is recorded, in scraps and fragments, in mildewed tomes in wizards' libraries, in worn hieroglyphs on the walls of forgotten temples, is how they fell.

CALISOR AND ELIANTHORA

A great Elven mage was Calisor Fenulian, the greatest wizard in all history, surpassing the art of Valandor the Great himself, some say. Where and when he was born is unrecorded, but his entrance to life at the Elven High King's Court is well-known, and his deeds there are half-remembered in innumerable legends and songs. Calisor was said to be so powerful that he could call the ocean up from its bed, or call the clouds down from the sky. He could step between one world and the next as easily as he might walk from one room to another. Elves had long had dealings with dragons by Calisor's time, and yet he was the first to learn their speech. The list of his feats, when taken together, seems ridiculous in these times. That he could breathe the water. That he jumped to the moon to win a wager, that he could turn pillars of flame into flocks of birds, that he could know the mind of any whom he touched. An accomplished artist, statesman, and warrior, for although peace was the norm then, war was not unknown, Calisor was the hero of ages.

As is often the way of those who have everything, it was not enough for Calisor. Perhaps he would have lived his long life out in peace and prosperity had he never have met Elinathora of Primovantor, but it was not to be.

Elinathora was the daughter of Marcon, a Tribune of Esk, one of Primovantor's great cities. No longer an active Tribune, Marcon kept his title and was granted a role as an envoy to the Elven city of Therennia Adar, at the time the home of the High King's Court. It was here that Elinathora was first seen by Calisor.



Calisor fell instantly in love with Elinathora, and immediately began to court her. Unions between Man and Elf were not unknown in those times, and many of the great romances of this age refer to the doomed love affairs between short-lived humans and the long-lived Elves.

Calisor and Elinathora's is not one of them. She did not reciprocate his affection. The thought of wedding herself to so great an Elf, and living in his shadow forever, and then to die long before he, filled her with something close to horror. She was polite to him, and felt a certain friendship for Calisor, but she was firm. Every one of his outlandish gifts she returned, every suit she declined. Initially Calisor was not to be daunted, but over time his spirit was somewhat crushed. His laugh was heard less frequently, and his duties were performed with lacklustre, if at all.

Others then came to Elinathora, asking that she reconsider, for Calisor was much loved, but she remained true to her word.

Eventually, Calisor left the city, and took to wandering the sacred glades outside the city.

Therennia Adar stands to this day, but the glades that once surrounded it are drowned beneath the sea. The Sacred Glades the Elves have now are a pale shadow of the original Groves of Adar. Here was great power, for the Celestian were wont to wander under the ancient boughs when the evening came.

While Calisor roamed, he chanced upon Oskan, one of the younger Celestian, who stood in starlight.

Oskan enquired as to Calisor's health, and Calisor answered easily, for he was used to dealing with the gods. Oskan could read the hearts of all, and he knew



Calisor was troubled. He pressed the warrior-mage. Haltingly at first, then with increasing anguish, Calisor told Oskan of his heartache.

Oskan told Calisor to be calm, and that he would help. He gave Calisor then instructions as to the construction of a magical mirror that would show past and future both. A fine thing, this mirror, but cursed by every generation ever since.

Oskan told Calisor to make this artefact, and then contrive to have Elinathora gaze into it. “There will come a moment when a golden bird sings. Do not,” the god said, “allow her to see beyond this point, and all will be well.”

Calisor nodded eagerly. For the first time in months his mood lifted. So quick was he in hurrying off to begin the mirror’s fabrication that he almost forgot to thank Oskan.

The making of the Fenulian Mirror was long and arduous, some say Calisor’s greatest task. He was obliged to bring together many items of great rarity, including the glimmer of the Star of Heaven, the sacred star that

gave the Celestian their power. The taking of this single ray of light was to have profound consequences.

THE FENULIAN MIRROR

The Elves were pleased to have Calisor some way back to his old self, and they did not query his constant questing. In time, he had all he needed, and he commenced construction of the mirror. It is said the sky split with terrible thunders the day he silvered the glass, and that the sea flooded inland many leagues when he set it in its frame. It was as if the cosmos knew what would happen and sought to warn the mage. He paid it no attention.

Finally, he was finished. If creating the mirror was a task worthy of a god, it was nothing compared to actually getting Elinathora to look into it. Somehow, he did. Where wit, charm and gifts failed, he pestered her until she acquiesced.

And what things she saw in there! She saw her future side by side with Calisor Fenulian, a life full of adventure and deep love. She saw many fine deeds and finer children,

she saw a husband devoted to her like no man could be. She saw her life lengthened by her proximity to him, and when old age finally did come upon her, it was a glorious, golden twilight, lived out in a splendid castle with a garden of breathtaking complexity, where she was loved and adored by Men, Dwarves and Elves.

Elianthora's heart began to thaw toward the elf hero, and she cast a sidelong glance at him, and gave a smile such that he near perished with happiness.

A song sang unheeded. Calisor was lost. Too late, he saw the golden bird, singing on a branch in this possible garden framed by the mirror. His attempts to bring the woman away only made her intent on watching, and she did not like what she saw.

She died. She saw her corpse rot in a marble tomb as Calisor grieved outside. She watched as Calisor took lover after lover, trying to drown out her memory and going near mad in the process. She saw the dual natures of her children at war inside them. She saw how one of their sons grew bitter, and rose an army. She saw him fight his father, and saw him slain.

She saw Calisor die of shame. Elianthora stepped back from the mirror, shaking her head. "This cannot be, this cannot be," she said.

Calisor, distraught, tried to assuage her horror, to no avail. Elianthora, terrified of what might have been, smashed the mirror.

THE GOD WAR

The mirror was possessed of Celestian's essence, and when it was broken, so too were they.

Those Celestian that did not perish were split in twain. Two aspects were birthed by every one, both limited, vengeful, and petty, both lesser than the Celestian, which were truly gods in every sense. Each Celestian split in two, giving birth to a 'Shining', good side, whose strict morality of itself has sprouted many ills, and a 'Wicked', evil side, an anti-pantheon who relish destruction and bend their godly talents to all manner of perversity and cruelty.

Countless cities were toppled as the ground heaved at the new gods' birth. Flaming comets fell to the ground as the very stars were dislodged from the sky. Seas boiled, magic ran riot.

These aspects were antithetical to one another, and immediately strife followed as they set upon one another. War followed the split, then war upon war upon war. Members of all the Noble races were tempted to the evil side, and brother fought brother as madness gripped

the world. Many half-gods of both sides were slain, and many powerful magical artefacts used in those ancient conflicts litter some of those forgotten places to this day, the greatest and most pernicious of these abodes being the Abyss, home of all that is evil.

Many among the wise suspect that Oskan had manipulated the situation to have the mirror created and then destroyed, setting in chain a series of events that he, as a god, could never hope to begin. It is suspected that he coveted power, or that he had been snubbed in some way by his fellow deities. In any case, his better half was swiftly trapped and destroyed, and the evil Oskan, still calling itself Oskan but named by his foes as The Father of Lies, became the most bloodthirsty and deadly of all the new gods.

Much knowledge was lost, thousands upon thousands of people of all kinds were slain as the God Wars raged for centuries. Kingdoms fell and were laid waste. The evil gods, known as The Wicked Ones, created many foul beings to do their bidding – the ranks of the Abyssal race swelled. Only when Domivar the Unyielding, the offspring of Mescator, God of Justice, and the human woman Laria, High Consul of Primovantor, fought with Oskan were the wars brought to a close. As armies a hundred thousand strong fought upon the ground, Domivar took upon the divine form of his father and soared into the sky. There, amid sorcerous lightning and roiling black cloud he wrested with Oskan, The Father of Lies. Oskan had become mighty indeed, feeding upon all the evil he had unleashed upon the world, and his form had become monstrous and strong. Nevertheless, Domivar bested him that day, taking from Oskan's grasp his deadly Black Axe, a terrible thing forged of the icy cold between the stars. Domivar struck the ground with it, tearing a great rent in the earth. Into this Abyss he cast the majority of the evil gods, imprisoning them there. Domivar returned to his mortal form by the hellish pit he had created, and, his small measure of divine power spent, he died.

THE TIME OF ICE

For thousands of years, a semblance of what went before returned, although far lesser in degree, for much had been lost, and Mantica was home to many wicked things that before had not existed, and the threat of the Abyss was ever-present.

The ties between the three Noble Peoples weakened. Dwarfs never trusted the Elves again, saying it was Elvish pride and sentiment that had doomed world. The Primovantians were diminished by the conflict, some of the nobility of their spirit had gone, and barbarities that had previously been unknown in their lands became commonplace. And yet cities were rebuilt, and civilisation made the slow crawl back to its previous heights.



Wars became frequent, as Orcs and Abyssals and other foul things troubled the land. More and more often Orcs came down from the north as the world cooled. The great Mammoth Steppes expanded in range, and land previously suitable to cultivation became uninhabitable. The seas withdrew as they were taken up into the ice and the lands by their shores became poisoned by windblown salt, and multitudes starved. Fed by the dying seas, the ice covered great tracts of Mantica, including the grand plains of Ardovikia, where much of the latter day glory of Primovantor was, and the republic was slowly brought to its knees.

The last great war took place almost a thousand years ago. The cooling of the world was far from natural, and eventually the Elven seers discerned that the goddess known simply as Winter was behind the chilling of Mantica. Somehow she had escaped Domivar's prison, or had not been cast down with the rest. Discovered, Winter fully unleashed her magic, and glaciers advanced like armies upon the civilised realms, strange creatures marching before them.

Men, Dwarfs and Elves stood shoulder to shoulder once more against the threat of the Wicked Ones.

This time there was only one divine enemy, but all three peoples were far weaker than they once had been, and the aid of the Shining Ones was erratic, for they too had lost a great deal of their energy, and their minds had become unfocused, their actions whimsical.

For one hundred and fifty long years of unending cold, the war dragged on. Finally, Winter was confronted and bested in a battle of magic by Valandor the Great, the mightiest mage of his era. However, the culmination of this struggle against Winter wrought havoc upon the world. Even in their victory, the wise amongst Elves and

Men did not foresee that the ending of Winter's Age of Ice would drown so many lands under the ocean, a last bitter gift to the world.

As the glaciers of Winter melted with magical rapidity, the sea came crashing back, and it did not stop once it had reached its original extent. The waters surged onward, inundating much of the lands of both Elves and Men. Valandor the Great, the hero of the war, was lost as he tried to hold back the waves.

Gone forever is the great Republic of Primovantor, the northern provinces crushed under the ice, the colonnaded cities of the south empty of inhabitants now but for fish and kraken. Destroyed too is much of Elvenholme, the kindreds of the Elves shattered, the Sacred Groves of Elvenkind lost.

THE AGE OF CONFLICT

The world turns on, and a new age has begun, an age of new wars. The ranks of the gods are thinned, but they still walk abroad, while the conflicts of the ancients have re-wrought the world time and again, offering fresh territories to Man, Dwarf and Elf alike. Some say this is a time of rebirth, if so, the midwives attending are war and strife.

The three Noble Peoples are no longer united, and bicker and squabble. The Elven Kindreds no longer function as one kingdom, the glories of Primovantor are long gone, and the Dwarves have hardened their hearts against the surface world. The threat of resurgent hordes of Orcs, Goblins, Ogres, and creatures of the Abyss is never far away, while armies of the dead pace the land, led by the necromancer Mhorgoth, who some say is the greatest threat to the world since the destruction of Winter.

MANTICA

THE INFANT SEA

Born of the melting ice at the end of the Winter War, the Infant Sea rushed in to drown the lands of men with terrifying rapidity. Once the basin the sea now occupies was a fertile place, good cropland with many freshwater lakes at its centre. The bulk of the Republic of Primovantor as well as many other kingdoms were drowned under The Infant Sea's waters, only the northern parts and the mountainous province of Basilea survived. A few mountaintops survive as islands. Weather-worn statues and crumbled temples are all that remains of the people that once lived here

The Infant Sea is home to strange creatures, submarine races and giant monsters. Trade routes crisscross the sea, linking together the cities and lands that surround it, but to sail these waters is not something to be done lightly.

THE CIVILISED LANDS

Around much of the Infant Sea are mountains, the tallest and most famed are the Dragon's Teeth which run the entire north of the sea, and on the narrow coastal plains

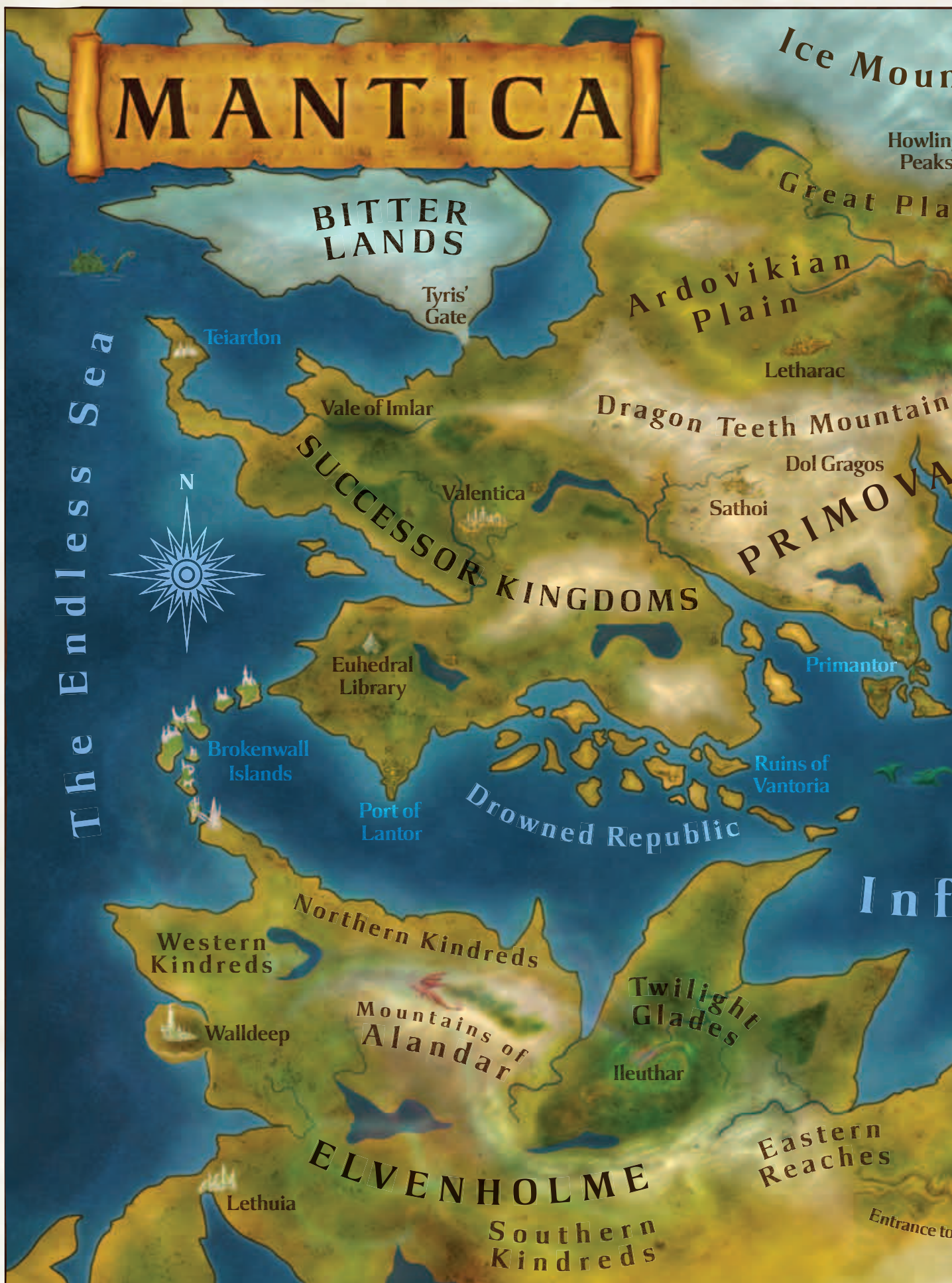
at their feet are to be found the majority of the realms of civilised men.

The Empire of the Dwarfs occupies much of the east. The territories of the Elven Kindreds can be found to the southwest. The Hegemony of Basilea, the last true remnant of the Republic of Primovantor, holds large swathes of the northeast, the Successor States bordering it to the northwest. Only across the southern half are the few mountains. Here desert and dry savannah sweeps into the sea. The ancient Kingdom of Ophidia lays claim to these arid territories. Everywhere smaller states, island kingdoms and independent cities are also to be found. The largest of these is Keretia, home of the descendants of the last High Consuls of Primovantor, or so they say, a claim that sets them constantly at odds with the Hegemons of Basilea.

THE WILD

The majority of Mantica is wild and untamed. Many are the places that once held kingdoms or nations but which are now empty, with only ruins to testify to their passing. Other places - the deserts, the high peaks, the deepest forests, the steppes - have never been tamed.









The wilds of Mantica are dangerous and unmapped. What was once known about the world no longer holds true, for it has been made and remade time after time. Mountains crowd much of the land, thrown up in the God War.

Those venturing deeply into the forests say they feel they are being watched, and with good reason, for there is a force at work in the world that few – save the Elves – are aware of.

The Sylvan Kin worship the Green Lady, a goddess of three aspects. Their lore has it that the Celestial known as the Green Lady did not split into a Wicked and Shining aspect when the Fenulian Mirror broke. With a supreme effort of will, she called upon the spirits of the trees and the beasts of the forests and they lent her their strength, and thus she kept herself together. Later she merged with Liliana, a Wicked One that had somehow retained a sense of morality and was tormented by it. The Lady of Nature subsumed her broken sister into herself, then sought out Liliana's Shining side, and did the same to her too, bringing peace to both parts. Thus The Lady is a goddess of two souls, and three aspects: Celestial, Shining and Wicked, and this perhaps explains the fickle yet balanced nature of the natural world.

All of the nature untouched by evil magic in Mantica will respond to the Green Lady. The Sylvan Kin follow her unreservedly. Other, even more secretive creatures, serve her – centaurs, the eagles, and those wolves and bears that possess the power of reason. Elementals of deep forest and stone are hers to command, the strange beings known as Tree Herders are among her most ardent servants. These creatures are locked in endless struggle against the despoliation of the natural world.

Most often their foes are the Orcs and Goblins, but the logging camps of Men or the mines of the Dwarfs enrage her just as much.

When she is roused, the Lady is wrathful, and she has little love for either the evils of the Abyss, or for the smothering rectitude of the Shining Ones. There is a hope that the Sylvan Kin hold, that The Lady will restore balance to the world, reuniting the Shining Ones with their Wicked One halves, and bring peace for the first time in thousands of years. This peace is itself to be feared, for it is the peace of the unsullied glade, of the untamed river. Should it come to pass, no city will remain.

THE ABYSS

Far to the northeast of the Infant Sea, amidst the shattered, soot-stained remnants of Winter's glaciers lies the greatest wound inflicted upon the world in the God War, a great pit in a land made ruinous by its presence, lit ruddy by lava aglow deep within. Here the last of the wicked gods reside, twenty seven in number, their dark magic spewing ceaselessly into the world, twisting men and other noble creatures still into dark images of themselves.

A great rent in the ground, the Abyss is many miles deep, a fissure carved to the centre of the earth in past ages. A pall of smoke hangs above the Abyss, so that it and all the lands about it are shrouded in unnatural, perpetual night. These clouds of ash and soot are lit forever by the ruddy glow of fire, the beating heart of the earth, exposed to the cruel air. The Abyss is a terrible wound; a mortal wound, some say, one that has never healed and never will, and it bleeds. Plumes of molten rock spew in

towering fountains into the sky. Poisonous smokes belch from the ground to hang, toxic miasmas that choke any creature that strays unwittingly into them. Expanses of fine ash gather in hollows to drag down and suffocate the living. And always, the ground shakes and rumbles, opening fissures under the feet of the unwary.

This is the Abyss. This is the heart of all evil in the world, smote into the ground by the grand axe of Oskan, The Father of Lies, by Domivar the Unyielding. It is a home and prison both for those evil gods cast down from heaven at the climax of the wars with gods.

And yet, even here there is life. Evil creatures are drawn to the Abyss as moths to a flame. All up and down the cliffs that plunge to the molten lake at the Abyss' floor, cave mouths flicker with firelight, the homes of all manner of wicked, inhuman Abyssals. The air is alive with the sound of industry, screams, dark songs and, if one listens carefully, the insane cackling of the dark deities who dwell at the very bottom.

The greatest temple-citadels of the Abyssal Dwarfs rear high at either end of the Abyss, sentinel-mountains made of iron and brass and adorned with all manner of blasphemous carvings. Orcs dwell in great multitudes on the plains and in the mountains around it. Evil creatures prowl its hinterlands, heat-loving elementals slither in and out of its lava, harpies hunt on the thermals pushing up from its depths.

Men, Dwarfs and Elves are to be found here too. Slaves, in the main, dragged to the mines and foundries of the Abyss by raiding parties or in the aftermath of war. But there are others of these supposedly more noble people, those that seek the black power of the evil gods for themselves, and they come willingly into the dark...

THE MAMMOTH STEPPE

Winter's time may be long past, and her chill grip has receded from the world. And yet, at the poles of the world, Mantica is clad still in great caps of ice. Huge cliffs of blue ice as tall as mountains stand sentinel over the world. By day they are visible for a hundred miles, by night the ice groans and roars. Some say this is Winter, that she lives still, and shouts her defiance at the sun once it has safely set.

At the feet of the ice cliffs are the Winterlands, the great plains of the mammoth steppe. An endless sea of dry grassland that circles the world, these plains are home to great beasts. The tents of nomadic Ogres dot these plains, brutish human horsemen thunder over it, following the herds, and Goblins ride their draft beasts pell-mell across its endless miles. Men from more civilised lands venture here, to trade for pelts and mammoth ivory, but they are few in number and hardy. There are a few frontier towns

upon the edges of the steppe, heavily fortified with log walls and bastions of permanently frozen earth, otherwise the signs of true civilisation are few. This is a hard land, the people it breeds, of whatever species, are brutes.

THE ARDOVIKIAN PLAIN

After Winter's defeat, her ice retreated back to the pole of the north, and in the south up to the peaks of the Dragon's Teeth mountains. As this occurred, the Ardovikian plain was uncovered after ages pressed under cruel glaciers. Once home to the richest nine provinces of Primovantor, the ice had wiped it clean. In the nine hundred years since the War with Winter, this plain has become hotly contested by all the peoples of Mantica and once again boils with the activity of thinking people.

The loess left by the glaciers is rich in nutrients. Young forests swathe large parts of it, surrounded the ancient greens of Galahir. Treasures from ancient times can be found in subterranean complexes, and the ice has rubbed away mountains, turning up many rich seams of ore. Here a Man - or a Dwarf, or an Elf - can make a name for himself.



THE SOUTHERN DESERTS

The southern desert is truly vast, stretching along most of the lower seaboard of the Infant Sea. Day by day it advances, already it has devoured the realms of the Southern Elven Kindred, and has consumed much of the eastern plains. In many places, the dune march unchallenged to the sea. The mysterious kingdom of Ophidia, sustained by its rich river valley, occupies much of the west, scattered oases, desert cities and other, stranger kingdoms are scattered across its interior. But ruins, dead trees, and the bones of the animals that once lived here are all that challenge the whispering sand for space.

Further south are the Cracked Lands, a fractured landscape of parched stone and craters. Some sages maintain this was the site of a powerful kingdom, flattened by a falling comet during the God War, others that it is a site of evil to rival the Abyss. Those of the Noble Races that have crossed the desert and the Cracked Lands are but a handful in number, for there is insufficient water to sustain a camel there. On the far side these travellers assert the land abruptly changes, becoming verdant and green, hills cloaked with jungle and teeming with life.

THE LANDS OF THE ELVES

Elvenholme

Winter's Final Gift, they call it, the sinking of much of the west and south of Elvenholme under the raging sea, an inundation so swift and terrible it slew fully half of the Elven race. Once united, the Elves now coexist as an uneasy federation of interdependent kindreds, who pay but lip service to the Mage-Queen residing at the Twilight Glades.

The remaining members of the Western and Eastern Kindreds, inhabiting Elvenholme proper, still stand united. Those few who survive of the Northern Reaches keep aloof and look to their own affairs. To the very far north, the followers of the exiled prince Talannar Icekin have taken the newly revealed Winterlands as their own, and grow apart from what most Elves would regard as the true way.

Though bowed, the Elves remain unbroken, and are slowing returning from the brink of extinction to enter a period of exploration. Throughout the world's cities it is possible to find Elven quarters. Likewise, the Younger Kingdoms are dotted with delicate Elven castles, the homes of those who have tired of the melancholy of

the elder lands. Vital, ambitious and energetic, the Elves of the Young Kingdoms offer the greatest hope to all Elfkind.

The City of Wallddeep

Therennia Adar is known by other peoples as Wallddeep, so named for the great ring of rock that surrounds the city, protecting it from the sea which stands deep all about it. Raised by the heroic mage Valanador at the time of the flood, the walls stand only forty feet above the wave tops, yet plunge many hundreds to the city behind. Aside from the Brokenwall Islands, it is the last piece of the ancient heart of the Western Kindreds that exists today. Those that survive are known as the Sea Kindred now, and their ships skim the waves that cover their lands.

The sea-elf soldiers who patrol the wall's parapet do so with sun on their faces, but Wallddeep itself lies in perpetual twilight in the shadow of the walls. Wallddeep is a powerful yet sad place. Only the Spire of Ages rises above the ring of stone into the light.

The Spire of Ages is a holy site. Valandor The Great's broken form lies upon a couch of sea-ivory in a room at the very top. Time runs differently around



the hero's corpse, which shows no sign of corruption, even after almost a thousand years. There are those who maintain that Valandor merely sleeps, and that when Therennia Adar and Elvenkind are once again threatened, he will rise up and ready himself for battle once more.

The Twilight Glades

The Elves who inhabit this most ancient of Elvish places mutter darkly that their time as a people is done, and that it was their kind's forsaking of tree and branch for stone and steel that brought them low. The Twilight Glades are the heart of Elven culture, the home of the High Marshall and the Mage-Queen and her court. Disunited they might be, but the Elves still heed to Mage-Queen's words, and she is the closest they have to an overall leader.

The Twilight Glades lie at the centre of a range of hills on the southern shore of the Infant Sea. This is a magical realm woven into the forest. By uncertain roads one might reach the city of Ileuthar, a place like no other, grown from living trees. At its centre are the glades after which the entire kingdom takes its name. The Twilight Glades a dense maze of ancient trees whose paths change constantly, and the deepest are unsafe for all but Mage-Queen Laraentha Silverbranch to tread.

These glades are but a faint shadow compared to those that once cloaked the slopes about Therennia Adar. Their lesser nature is a constant reminder to the Elves that they live at the twilight of their race, and for that reason are they called the Twilight Glades. Even so, great magic can be found in their dappled clearings and shadow-choked copses. Representatives of all the kindreds can be found in Ileuthar: city-merchants who dwell in the lands of men, Sea Elves, the nomadic Eastern Kindreds, dangerous Ice Elves, and even, it is rumoured, the envoys of the Twilight Kin. It is hard for men to understand how such mortal enemies can sit and talk and share bread and wine, but Elves are not as men. Ileuthar is neutral ground for all Elves, and all of the Kindreds, no matter their attitudes to others, are welcome to the court.

Ileuthar and the Glades are especially beloved of the wild Sylvan Kin. Many of the Mage-Queen's attendants are drawn from their number, and it is they who convince the trees to take their useful shape through song.

The oldest trees in The Twilight Glades were seeded from the long-drowned world-tree itself, and it remains one of the most magically potent places on the planet. The walls between the layers of existence are thin in the Twilight Glades. At times of great need, the Elves will cross over through The Glade of Ways, a magical portal that is said to lead anywhere and



everywhere. When they do so, they leave Mantica entirely, and walk the mysterious otherworldly roads called the Shadow Paths. This is perilous indeed, and not lightly done.

The source of the Elves' great magical power, the glades are coveted by many others, none more dangerous than Mhorgoth. Rumour has it that he dreams of seizing the Glades, opening their sorcerous portals and allowing the realms of the dead to mix freely with that of the living. Should this happen, the world would become a hellish place indeed, Mhorgoth its fell king.

The Mountains of Alandar

High peaks rise to the west of the Twilight Glades, homes of the dragons and their masters. The warm forests of the slopes of Alandar are home to a stunning range of game, and dragons – wild and ridden alike – can be seen upon the thermals, hunting.

The Eastern Reaches

Where the mountains of Elvenholme slope down to the plains dwell the Elves of the Eastern Kindreds. In ages past, living among the rich life of the savannah gave these nomads an adventurousness of spirit and joy of being that made them renowned worldwide. But those days are done, and dark times have come to the East. The savannah has been swallowed by the ever-growing Ophidian Desert to the east, and the great beasts and Drakons that once roamed there are almost gone. Some of the eastern Elves are lucky enough to possess the fearsome Drakons as mounts, but their numbers are few.

The Southern Kindreds

The Ophidian desert has already swallowed most of the lands of the Southern Elven Kindreds, leaving but a few scattered cities alone in the sand, whose hinterlands, preserved by magic, are eaten away yard by yard as time marches on.

The Mouth of Leith

To the far east of Elvenholme, in the desert before one reaches Ophidia, lie the canyons of Leith. Deep and dark and verdant are these, ringing with the roars of creatures thought dead for aeons. Others live here too, the dark kin of the Elves, refugees from the times of the God War who have turned their backs on all that is divine in their bitterness. Rumour has it that they preside over a subterranean kingdom accessed only from the bottom-most canyons. Those that venture there uninvited do not return.

The Bitter Lands

The last lands before the Great Ocean, the Bitter Lands are a windswept, miserable place far to the Northwest. Savage seas surround them. They are cloaked in snow for six months of the year, lashed with freezing rains the rest. Ice smothers their northern reaches. In this inhospitable place the outcast Elven King Tyris Vallengion makes his home. For two thousand years he and his clan have welled there, slowly evolving and multiplying until they became the youngest of the Elven Kindreds – the Ice Elves. They dwelled here even when Winter was at her height, surviving by taking her magic and turning it against her. The inhabitants of the Bitter Lands are pale and wan, their skin cold to the touch. They are masters of Ice Lore, and can summon up blizzards or storms of sharp-bladed hail on a whim.

A tongue of ice a league across thrusts down from the far north, barring the land bridge that joins the Bitter Lands to the continent. This is Tyris' Gate. At his command, it will pull back with a chill groan fit to shatter the heavens. This makes the Bitter Lands an unassailable fortress. Should any enemy of the Elves

make it over the seas or the ice, then they must deal with the ice-tipped spears and implacable hostility of the island's inhabitants, and their terrible weather.

The Forest of Galahir

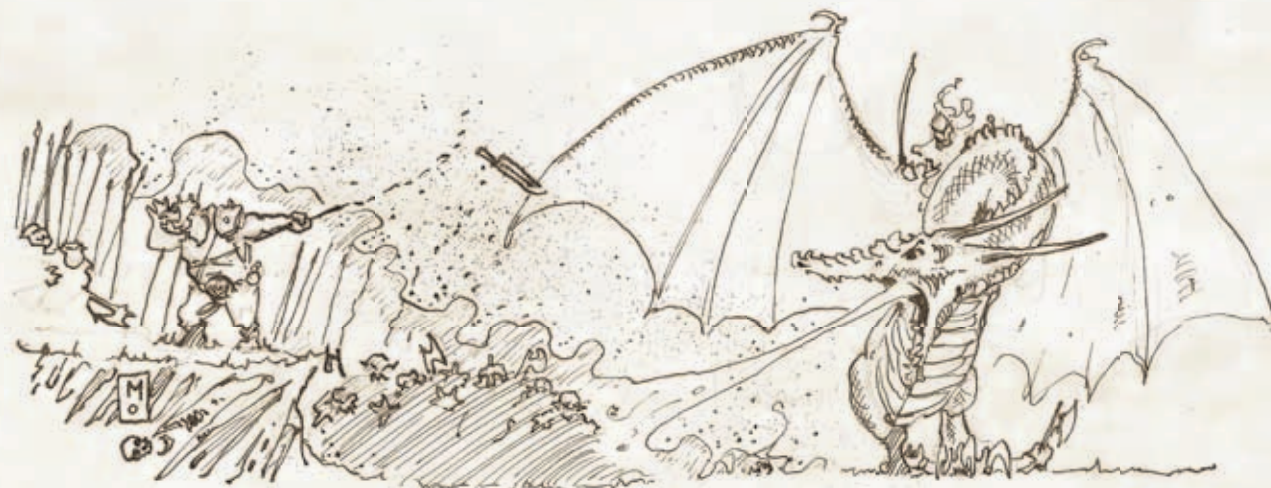
Upon the Ardovikian plain north of the Dragon's Teeth Mountains, at the heart of those squabbling principalities called the Young Kingdoms, is the forest of Galahir. The trees here are the mightiest on all of Mantica, hundreds of yards high and dozens in girth. This is the home of the Sylvan Kin, and the centre of the power of the Green Lady.

The Sylvan Kin have dwelt here since the dawn of Elven civilisation. As the other kindreds grew further away from their roots, this Kindred embraced it. They would have nothing of the stone cities or the plains or the deserts and mountains their kin conquered, instead they remained where their ancestors had always dwelled. After the advent of the Celestians they became favourites of the Green Lady, and their magic kept her whole at the time of the sundering. Throughout all the long flowering of Primovantor and the horrors of the God War, the Sylvan Kin remained here. Their forest has grown and shrunk and grown again, but its great heart has always remained.

When Ardovikia and the northern provinces of Primovantor were smothered in ice, the Sylvan Kin called upon the power of the Lady. Their realm was surrounded and isolated by the ice, but it was not crushed. For three hundred years the trees slept, bare of leaves, but they did not die. When Winter was defeated, the forest bloomed again, ready to bring life back to Ardovikia as the ice retreated.

The Brokenwall Islands

Strung across the mouth of the infant sea, the Brokenwall Islands are the last redoubts of the Sea Elves. Their elegant castles stand upon shining white cliffs, looking at the ocean in every direction. These are places of wind, wheeling gulls, the crash of waves and sigh of the wind. The salt tang is forever on the air, and the Sea Elves would have it no other way.





THE LANDS OF THE DWARFS

The Golloch Empire

For many millennia the Dwarfs of Abercarr held themselves apart, content to hide in their halls while the ice pressed ineffectually down upon their mountain roofs. Only reluctantly did they agree to join the war against Winter, and have cursed the decision ever since. They lost many holds and more kin to the war, and once it was done, they turned their back upon the shattered kingdoms of Elves and Men, retreated underground, and shut their mountain gates.

For ages insular, the long reign of King Golloch has turned the Dwarfs of Abkhazia outwards. In recent centuries, they have conquered land after land. Today, their empire stretches far into the little-known east, and knocks upon the very gates of Basilea to the west. Tenacious, hardy and determined, the Dwarfs have a mastery of metal working and Fire Lore that they weave into the marvellous artefacts they create. A Dwarven army on the march is a glorious thing to behold, but terrible, for their approach means only war and subjugation.

Abercarr

Abercarr is large land buried by towering peaks. The bulk of it is a peninsula bounded to the north by the High Sea of Bari and the Low Sea of Suan, and to the south by the Infant Sea. The mountains are for the most part impassable

and barren. They are dry and forbidding, the tops cloaked in snow and glaciers, their shoulders bare rock.

The Dwarfs have carved roads into and under the mountains, linking those hidden fertile valleys where they grow their food with their cities. In places, entire mountains have been reformed to the Dwarfs' tastes, making them sculpted cities of living rock, their sides aflame with banks of intricate windows. None is more impressive nor as populous as Caeryn Golloch, the imperial capital.

To the east the mountains gradually dwindle, stepping down to plains and forest. It is in the east that the Dwarfs have made most of their conquests, and the tunnels of the mountain people extend far out to these vassal cities and states. Rebellion is impossible when retribution lies under one's feet.

The west is a different story. The Dwarfs' realm abuts Basilea. In the time of Primovantor, the lands intersected with each other peaceably, the Dwarfs dwelling underground, and Men on the surface. The ruins of Difetth, the Dwarfs' ancient capital, attest to this with their mix of mannish and dwarven styles. But that was long ago. Difetth's halls were flooded when the ice receded, and they are now home to unspeakable horrors. Basilea has become increasingly hostile to the Imperial Dwarfs, seemingly at the insistence of their gods, and the land between the two civilisations is often contested, with Golloch's armies getting within cannon shot the City of the Golden Horn's towering walls on two occasions.

To the south, the mountains of Abkhazia shelf abruptly to the northern reaches of Ophidia, and this border is heavily fortified. Along the Southern Watchline every peak is a redoubt. Subterranean roads wide enough for armies link every mountain-castle, lesser forts at three-mile intervals between. Giant runes of warding have been carved into the cliffs. Against what evil, the Dwarfs will not say.

The Great Cataract

Not all Dwarfs bend their knees to the might of Golloch. Over the Great Cataract that separate the High Sea of Bari and the Low Sea of Suan, the citadels of the Free Dwarfs and the Imperial Dwarfs glower at one another, the northern tower marking the southernmost limit of the lands of the Free Clans, many of whose number can also be found adventuring in the Young Kingdoms, and the southern tower the northern border of Golloch's Empire.

The Great Cataract is an immense waterfall, so broad that it is only possible to see from side to side under very particular conditions. Here the High Sea of Bari thunders down a cliff three hundred feet high to join the Low Sea of Suan. The roar of the cataract is deafening. Around its edges Sirens play, cloaking their vile forms in glammers of beauty and allurements, luring the unwary to their dooms in the water of Bari or over the edge of the waterfall itself.

In the centre of the Cataract is Culloch Mor, a tree-cloaked rock topped by a simple altar of unknown origin. Here the Free Dwarfs and Imperial Dwarfs will come to treat, dragging themselves along the Chainway. The Chainway is the only direct way between the lands of the two Dwarf factions. A heavy chain that leads from rock to rock from both shores to Culloch Mor, the Chainway allows a ferries to traverse the very lip of the waterfall in safety. It is a spectacular if terrifying journey.

Garrek Heavyhand

Garrek Heavyhand is a name known all around the Infant Sea, and it is not the only one he has. Sui Minuti – the Dwarf of a thousand tempers, the Elves call him, Garrek of the Hammer, the men of the squabbling states of Rim name him. Ostreoya Wiat – the eastern wind, as he is known to the savage horse tribes that roam the mammoth steppe. His exploits are legendary. Other names he has too: traitor, oathbreaker, fire-quencher, forge-slight and worse, for all Dwarfs loath the Heavyhands. No matter that Garrek has aided the Free Clans in their fight against the Orcs, or that he was the one who broke the Undead invasion of the Dwarf Empire, or that he was instrumental in brokering the fragile peace between the Free Clans and King Golloch.

Garrek may be guilty of many things, but he is innocent of the sins the northern Dwarfs hate him for. Garrek bears the dishonour of his clan, for the crimes his ancestor Gilgulli 'Goldless' Heavyhand committed. Dwarfs have long memories, and lack clemency, and Garrek suffers for it.

Five hundred and eighty three years ago, when the Dwarfs were still hiding in their halls and the expeditions into the ancestral north and west were just beginning, Gilgulli was a clan chief of modest means. Mocked for his lack of wealth, he conspired with unspeakable creatures to raid the royal treasure house of the high king, and made off with a great deal of treasure. Among it, the Twenty-Seven God Boons, the most powerful magical artefacts ever fashioned in heaven, spoils of war from the long campaign against Winter millennia past. Gilgulli was discovered, as all thieves are, and the Heavyhand clan driven out. And

yet the treasure was never recovered. Magic has a way of hiding itself when it wishes. The Twenty-Seven God Boons went into the world and vanished.

Born into poverty, Garrek has lived with this dishonour all his years. As a thin-stubbed youth he became disenchanted with his clan's acceptance of their fate, and swore an oath to recover the treasures and redeem them all. Since then he has fought side by side with Free and Imperial Dwarfs, drawing the ire of each when he has favoured one side over the other. But his fame has grown, and now, alongside his grizzled band of Heavyhand retainers, march many Dwarfs from all over the world, eager for adventure and gold.

In his right hand Garrek bears the Warp Hammer, the first of the Boons he discovered, upon his back the Cloak of Miph. Fifteen more of the magical treasures he has found or learned destroyed for all time; ten others he must gather before he can restore his family's honour.

Although, if he ever were to accomplish this monumental feat and not end his days dead at the hand or claw of some dread horror, there remains a problem: The artefacts came from the Royal Hoard before the Dwarven Civil War. Now the Hoard is the property of King Golloch. Returning the Boons there would earn him no favour from the northern Dwarfs, with whom he believes the Heavyhands belong. Worse, it would enhance the hungry king's might considerably.

Still, as Garrek himself would say "One thing at a time lad, one thing at a time."

As in the case of much Dwarf engineering, the Chainway is a marvel of the modern world.

The Free Dwarf Lands

After the God War, the Dwarfs expanded northwards, founding many new holds in the Halpi mountains above the twin seas of Bari and Suan. The Halpi emanate outward in a large triangle from the Great Cataract, and penetrate deep into the Mammoth Steppe. These mountains are rich in gems and ores, all things the Dwarfs love above all else, and the number of these holdings expanded rapidly as Dwarfs flocked north to exploit the riches of the mountains. They did not heed the warnings of the Warsmiths that the Halpis were dangerously close to the influences of the Abyss, which spits its evil into the world not far from the eastern slopes of the mountains. The Northern Dwarfs scoffed, and a few braver souls even ventured into the dark lands that bound it where the very rarest metals may simply be picked up from the ground.

Under Winter's dark reign the ice ground over the tops of the mountains, but the Dwarfs did not care. The Dwarfs of the north refused to answer the call of Elves and Men to do war, bragging that ice could do them no harm in their mountain halls. It is perhaps fortunate that they did so, for Winter unleashed a surprise attack upon the northern Dwarfs.

A tide of Abyssals, Orcs, and Goblins poured into their holds. Smaller and less well-defended than those of the south, many fell.

The Free Dwarfs come from the five holds that survived the fall of the north. Cwl Gen, Gars, Llyfanifeg, Marn and Rhyn Dufaris. Their numbers have been bolstered of late by Dwarfs fleeing from Golloch's tyranny (as they have it) and Dwarfs drawn from those communities scattered in the cities of Men. Like the Imperial Dwarfs, the Free Dwarfs are too undergoing a period of expansion, but their conquests are their old holds. In the darkness under the Halpi mountains a war is being waged, as the Free Dwarfs attempt to expel the Orcs and Goblins who have taken up residence in their ruined homes. Victory is far from assured, for evil things of immense power now dwell in the deep places of the world.

Tragar

What became of the northern Dwarfs who had established mining communities around the Abyss was not to be discovered until hundreds of years later. Lured in by riches, these once noble-hearted creatures were twisted by the dark whispers of the Father of Lies. Now their hellish industries surround the Abyss. Their cities stand at either end – Zarak and Deiw – bywords for evil and pain. They call their kingdom Tragar, and all fear it.

FIRE MAGIC

Fulgria, Goddess of White Fire, is among the chief deities of the Dwarfs, it is to her that the Dwarf Warsmiths appeal when working their craft, for her volcanic power is drawn from the heart of the earth and as such she has great affinity with the Dwarf race. With her blessing, a Dwarf Warsmith can forge a mighty weapon, or literally melt a fresh hall from the rock. Those who are powerful enough to accomplish this feat are the rarest of the rare, still, there are many great chambers in the Dwarf under-kingdom floored and walled by slick obsidian glass, a sure sign of their origin.

All the gods possess a positive and a negative aspect, good and evil facets of what is truly one being. Within the Free Dwarf Clans, dark rumours are whispered of King Golloch, that his success is due in part to his religious devotion not to the Shining One Fulgria, but to her dark aspect, Ariagful, who is worshipped by the Dwarfs that have succumbed to the temptations of the Abyss.

The smoke of the Abyss chokes the air, the ruddy light of the fires in its depths make it impossible to tell if it is night or day. The air rings with the sounds of the Abyssal Dwarf's industries and the screams of their slaves. Thousands are sacrificed daily, pushed from the Gift-Piers of Zarak and Deiw, long stone arches that end high above the broil of the pit. All for the greater glory of Oskan and his twenty-six Abyssal Lords.



THE LANDS OF MEN

Primovantor

The Republic of Primovantor was the greatest civilisation the world had seen, at its height covering a third of the known world. The time of Primovantor was one of high art and high science, a beacon of hope against the relentless chill of Winter's Age of Ice, the last era of the God War.

It was the High Consul of the Primovantians who urged the ending of Winter, and thus sealed the fate of his own land. Most of Primovantor that was not ruined in the war was drowned under the Infant Sea. The holy city of Primantor itself survived. The city is now mostly ruinous, trees fill its wide boulevards, and the inhabited parts are little more than villages, divided by a wilderness of crumbling masonry.

THE CITY OF THE GOLDEN HORN

The City of the Golden Horn is the largest and most spectacular of all of Man's cities, and capital of Basilea. Over a millions citizens live within its precincts according to the Royal Census, and the true figure is likely to be much higher than that. The Golden Horn is a promontory projecting into the Sea of Eriskos. The city was built in ancient times upon the eastern bank of what was once a broad river canyon, now it is lapped by the sea, and has grown so huge it covers both shores. It is the crossroads of the worlds. Men of all nations can be found there, merchants from every sea, and sellswords from every land. The Golden Horn is the home of the Hegemon, and his palace rises majestically from the warren of streets around it. Here too are the greatest temples to the Celestians and the Shining Ones, the Universities of Magic, the Duma of Nobility, and many other important parts of the state apparatus. It is said a man may buy anything in The Golden Horn. Trade extends deep into the intrigues of the Hegemonic Court, and this saying knowingly includes the fates of kingdoms.

The Golden Horn is home to squalor and beauty, to mercy and cruelty. Man in all his great variety walks its streets, as do Elves, Dwarfs, and other races.

Protected behind three rows of increasing tall walls armed with hundreds of brazen cannon, the city is an impregnable fortress and has never fallen. The Golden Horn occupies land that King Golloch claims as his own, so perhaps this fine record will not go untarnished for long.

Some of the glory of Primovantor did survive, in Basilea, the Eastern portion of the Republic. Basilea persists to this day, albeit in much diminished form and certainly not as a republic, as the hide-bound Hegemony.

Successor Kingdoms

The High Consul dead, much of the land laid waste, the shock of the inundation was the final blow to the tottering Republic. The remnants of it broke up into warring statelets, and much was forgotten. Dozens of independent city states rule small kingdoms all over the peninsula of Primovantia, and at the feet of the Dragon's Teeth to the north and west. The greatest of them all is Valentica, which occupies the entirety of the lands bearing the same name. The people here are great traders, keen-eyed sailors with a thirst for adventure, and many close ties with the Sea Elves. Also of note is the mountain duchy of Sathoi, a provider of skilled mercenary companies, and the city-state of Geneza, another sea nation of traders, and great rivals of both the Valenticans and Sea Kindred. Geneza is unique in that it is built atop the ruins of an earlier city, drowned by the sea. Unable to escape, the Genezans simply built upwards, and modern Geneza sits upon the waves like a stone ship. Primovantor itself persists as one of these states, although it is greatly shrunk in size. Its inhabited portions are like villages surrounded by a wilderness of broken stone and briars.

For the main part small and individually weak, it is these same kingdoms now that see the flowerings of rebirth. For many years little more than barbarian realms, the city states, dukedoms and petty principalities of the coast and mountains have reached fresh levels of understanding, while art and science once again flourish. Over the mountains to the north, realms expand and new countries are born from the virgin lands of the Young Kingdoms, often with the men of the Successor Kingdoms as their founders.

The Hegemony of Basilea

Hidebound and paralysed by ritual it may be, but Basilea still reflects some of the ancient glories of Primovantor. Its cities are the largest, its princes the richest, its mages the most powerful of all the kingdoms of men.

Basilea insists that it is the only true protector of Primovantor's legacy. Temples are still maintained to the long-dead Celestians in Basilea, and the worship of their good aspects, the Shining Ones, is an integral part of life. It is a kingdom where time has stood still, where some of the glories of the elder days might still be found. Noble Paladins devote their entire lives to battle and prayer, undergoing arduous quests to prove their purity to the Shining Ones. Many Orders of the Sisterhood guard the borders. Purity, courage, and strength are the watchwords of these warrior virgins.



The Hegemon is king and high priest both. It is within his gift to appeal directly to the Shining Ones. These remaining noble aspects of the Celestian dwell atop the mountain of Kolosu, an impossibly high pillar of rock, and from there they watch over the Hegemony. They rarely manifest directly, although it is not unknown for one or the other of them to take to the battlefield even in these lesser times, but will send their servants to the aid of the Basilean armies, should the occasion warrant it. These are the Elohi, angelic beings of immense power, who appear in the guise of beautiful, winged humans armoured all in gold. In war they are all but unstoppable, as terrible in combat as they are merciful and kind out of it.

But alongside the purest aspect of true faith and benevolence, Basilea has its sinister side too. Free-thinking of any kind is not easily tolerated, and Basilean culture therefore remains hidebound and unchanging. Periodic panics about agents of the Wicked Ones sweep the nation, leading to innocent and guilty alike being condemned to death by water.

The Hegemon does not rule unchallenged, blood feud is all too common, driven by fires of honour and religious fervour that cannot be quenched. Orcs press upon Basilea from the north, while relations with the Dwarfs to the east are at their lowest ebb.

And atop their pillar of stone, the Shining Ones watch. Protectors of Mankind, some say, immortals who toy with the lives of lesser beings, say others.

The Young Kingdoms

Upon the Ardovikian plain, new nations are being born. From the Dragon's Teeth in the south to the edge of the Mammoth steppes, hundreds of small kingdoms

have been established, each one alternately warring and allying with its neighbours. The majority are ruled by men, although there are realms of all kinds to be found. After nine centuries, a couple are showing promise, absorbing others through treaty or conflict, and wise men see the powers of the future taking root upon the Ardovikian flatlands.

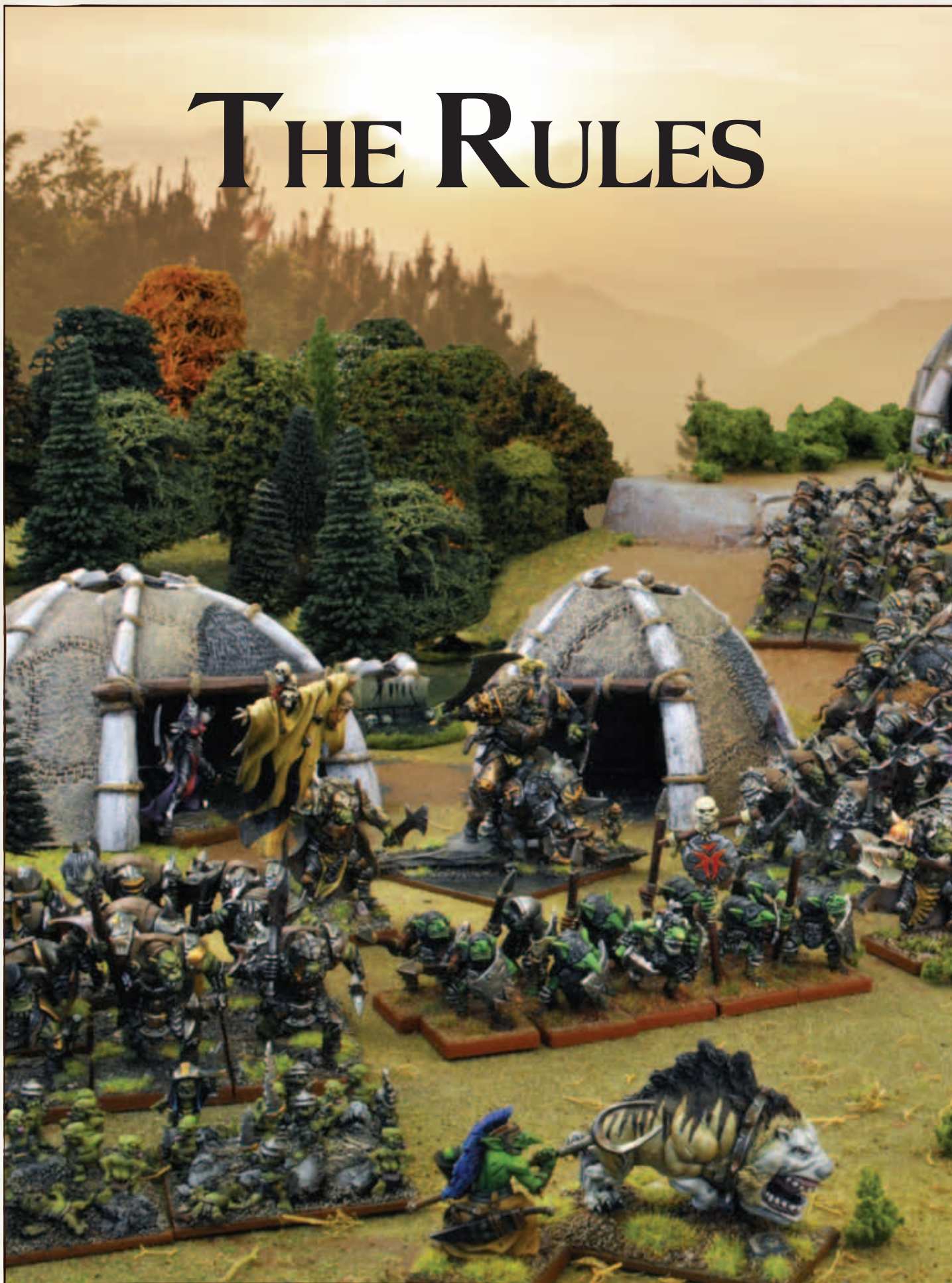
Still, for now it is a rough land, full of promise and danger. To be a king here is hard, but then again, here anyone can become a king.

Ophidia

Ancient Ophidia, the most venerable of all man's realms, has weathered catastrophe and war implacably. Long the rival of Primovantor, it has survived from the ancient time of light until today. For more than ten thousand years the God-Kings have watched over their subjects, who toil as they ever have on the perilously thin green strip of fertile land adjoining the River Ophid.

Ophidia is a land of ritual and cruelty, whose nobility are sorcerers, demonologists and necromancers, and its true masters are anything but human. It is from Ophidia that much evil in the world has come: the necromantic art of death magic, unbound Abyssals and those terrible perversions of humanity: the vampires and the ghouls, ghastly by-products of the Ophidian Sorcerers' never-ending quest for immortality. This is a land where desert-borne spirits are slaved to raise the monuments of the God-Kings, where elaborate funerary rituals are essential to prevent the return of the dead, and where, at the heart of it all, the true, cold-blooded Ophidians plot and scheme dominion of the world.

THE RULES





UNITS

In *Kings of War*, all units are made up of one or more models. These models must be glued on the bases provided with them and formed up into units as described below. Each unit belongs to one of the following categories:

Infantry (Inf)

Infantry units normally consist of models mounted on 20 mm or 25 mm square bases, fielded five models wide.

The smallest infantry units are therefore made up of just five models, but such units are rare and normally comprised of extremely powerful warriors. More commonly, units consist of ten models in two ranks of five, fifteen in three ranks, twenty in four ranks or twenty-five in five ranks, which is the largest standard unit.

The number of models that make up a unit is specified in its stats (explained on page 7), and will normally correspond to the number of models you get in boxes supplied by Mantic.

Hordes

Hordes are the largest infantry unit in *Kings of War* and are highly resilient and dangerous. They have a frontage of ten models and are three, four, five or six ranks deep.

Large Infantry

Some infantry units consist of large infantry models mounted on larger bases (40 mm square, for example). These units can normally be fielded as a single model, as three models in a file in the case of a Troop, or as two ranks of three models in the case of a Regiment.



5 Infantry



10 Infantry



20 Infantry



40 Infantry (Horde)

Cavalry (Cav)

Cavalry units normally consist of models mounted on 25 mm by 50 mm rectangular bases, fielded five models wide. Cavalry are not usually as numerous as infantry on the battlefield, but the very rare cavalry Hordes are also fielded ten models wide.

Large Cavalry

Some cavalry units consist of large cavalry models mounted on larger bases (for example, 50 mm square bases, or 50 mm by 100 mm rectangular bases). These units can be fielded as a single model, as three models in a file in the case of a Troop, or as two ranks of three models in the case of a Regiment.



5 Cavalry



3 Large Cavalry



10 Cavalry



Monster
ridden
by Hero



Hero

Heroes or Monsters (Hero, Monster)

A Hero or Monster is a unit consisting of a single model. It is either going to be a large beast or construct (Monster) or a mighty lord of its race (Hero); or even a combination of the two, like a mighty commander mounted on a great war-beast, which still counts as a single unit and is simply treated as a Hero.

War Engines (War Eng)

A War Engine is a unit consisting of a single war machine, like a catapult or a bolt thrower. It will also have number of crew models, but these are purely decorative and should be arranged around the machine in a suitably entertaining fashion.



War Engine

FRONT, REAR, FLANK

Normally in *Kings of War*, units have four facings: front, rear, left flank and right flank. Each of these facings possesses an 'arc', an area determined by drawing imaginary lines at 45 degree angles from each corner of the unit, as shown in Diagram A.

LINE OF SIGHT

During the game, you will at times need to determine whether one of your units can see another one, normally an enemy unit that your unit intends to charge or shoot.

Arc of Sight

First, we'll assume that your unit can only see things that are at least partially in its front arc – its 'arc of sight'. The flank and rear arcs are completely blind.

Real Line of Sight

Of course, terrain and other units can still get in the way and hide targets that are in your unit's arc of sight. To determine whether your unit can actually see a target

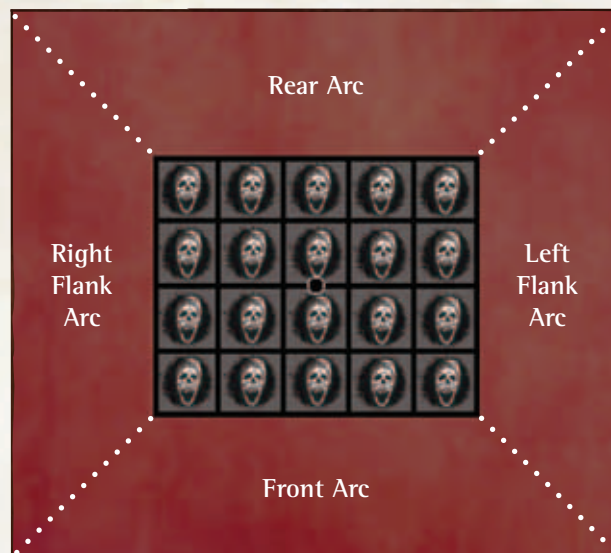


DIAGRAM A

that is in its arc of sight, simply lean down on the table and look from behind the head of the unit's Leader (see below). If the unit's Leader can 'see' any part of the target's torso or head (ignore weapons, banners or other decorations, limbs, tails, wings, etc.), then the entire unit can see it.

It is acceptable to 'see' a target unit by looking over the heads of an intervening unit, assuming that the target is tall enough for your Leader to actually see its torso or head. It is not acceptable however to 'see' an enemy through the tiny gaps in-between the models of any intervening units – assume that units are 'solid'.

If you're unsure whether your Leader can see a target unit or not, roll a die. On a 4+ he can see it, on 3 or less he cannot.

UNIT LEADERS

Unit Leaders are very important, and should be represented by suitably imposing models so that they clearly stand out from the rest of the unit. To avoid any doubt, they are always placed in the centre of the unit's front rank, or as close as possible to the centre in the case of units with an even number of models in the front rank.

Leaders are the commanders of the unit, the ones issuing orders to their comrades. This means they are important points of reference for some of the rules used in *Kings of War*. It is worth noting that some races or units will refer to a unit leader with different titles, such as "Champion" for example. This is purely aesthetic and makes no difference at all in game terms.

If a unit consists of a single model (like a War Engine, a Hero or Monster), that model counts as the Leader.



STATS

Each unit in *Kings of War* has a name and a series of statistics (for short, we call them 'stats'), which define how powerful it is in the game. These are:

- **Type.** What type of unit and how many models it comprises.
- **Speed (Sp).** How fast the unit moves, in inches.
- **Melee (Me).** The score needed by the unit to hit in melee.
- **Ranged (Ra).** The score needed by the unit to hit with ranged attacks. If it has no normal ranged attacks, this is a '-'.
- **Defence (De).** The score the enemy requires to damage the unit.
- **Attacks (At).** The number of dice the unit rolls when attacking, both at range and in melee.
- **Nerve (Ne).** A combination of the unit's size and its training and discipline, this stat shows how resistant it is to damage suffered.

- **Special.** Any special equipment (like ranged weapons) and rules the unit has.

Example

Elf Bowmen (Type: Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	4+	10	11/13	120
Regiment (20)	6	4+	4+	4+	10	14/16	160
Horde (40)	6	4+	4+	4+	20	21/23	305

MEASURING DISTANCES

You can measure distances at any time you like. Distances are always measured to or from the nearest points between the bases of the nearest models in the two units. Note that in a few cases, the rules will tell you that the distance has to be measured from the base of the unit's Leader instead.

In order to avoid confusion, keep your units at least 1" away from all other units (friends and enemies) at all times. This is not true when charging – see "Charge!"



THE TURN

Much like chess, *Kings of War* is played in turns. Just roll a die to decide who is going to have the first turn – the player winning the die roll decides who goes first. That player moves, shoots and strikes blows in close combat with his units – this concludes Turn 1 of the game. After that, his opponent takes a turn – Turn 2 of the game, and then the players keep alternating this way until an agreed time limit or turn limit is reached.

In his turn a player goes through the following three phases:

- 1) Move phase;
- 2) Shoot phase;
- 3) Melee phase.

We'll examine each of these phases in detail on the following pages.

DICE

In these rules, whenever we refer to a die or dice, we mean a normal six-sided die, which we call D6. Sometimes we also use terms like 'D3', which is the result of a D6 divided by 2 (rounding up), or 'D6+1', meaning rolling a D6 and adding 1 to the result, or 2D6, which is rolling two dice and adding them together.

RE-ROLLS

When you are allowed a re-roll, simply pick up the number of dice you are allowed to re-roll and roll them again. The second result stands, even if it's worse than the first.





MOVE

During the Move phase of your turn, pick each of your units in turn, and the unit's Leader will give them one of the following orders:

Halt!

The unit does not move at all.

Change Facing!

The unit remains stationary and can pivot around its centre to face any direction. See Diagram B.

Advance!

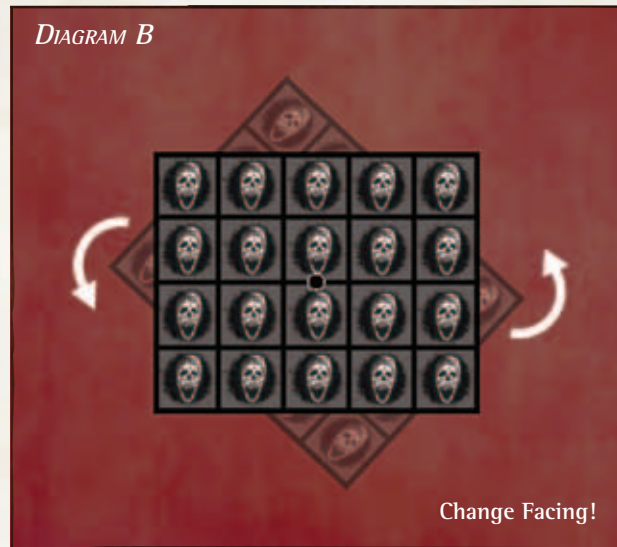
The unit can advance straight forward up to a number of inches equal to its Speed. At any point during this move (i.e. before or after advancing, or anywhere along its advance), the unit can also make a single pivot around its centre of up to 90 degrees from its original facing. See Diagram C.

Back!

The unit can move straight backwards at up to half of its Speed. See Diagram D.

Sidestep!

The unit can move sideways straight to its left or straight to its right at up to half of its Speed. See Diagram D.



At the Double!

The unit can advance straight forward up to double its Speed. See Diagram D.

Charge!

This is by far the most exciting of orders. It is also the most complicated and so it's described in detail below.



UNIT INTERPENETRATION

Friends

Friendly units can be moved through (except when charging, see below), but you cannot end a unit's move on top of another unit, so you'll have to be sure that your units have enough movement to end up clear of their friends. Also, at the end of their move, your units must be at least 1" away from friendly units. This ensures that both you and your opponent can clearly tell them apart.

Enemies

Enemy units, on the other hand, block movement. Your units can never approach to within 1" of them, except when charging.

Interpenetration When Pivoting

In reality, regimented units are more flexible in rearranging their ranks than our miniatures, so we allow units that are pivoting around their centre as part of their move (whether it's a Change Facing, an Advance, etc.), to move through both friends and enemy units, and all types of terrain, including blocking terrain and even the edge of the table.

They must of course still end their move clear of blocking terrain (and completely on the table!), and 1" away from both friendly and enemy units.

CHARGE!

A charge is the only way your units can move into contact with the enemy. A unit can charge a single enemy unit ('the target') as long as the following conditions are met:

- the target is at least partially in your unit's front arc;
- the unit's Leader can see the target;
- the distance between the base of the unit's Leader and the closest point of the target is equal to or less than double your unit's Speed;
- there is enough space for your unit to physically move into contact with the target by moving as described below.

Moving Chargers

As they move, charging units can move forward without measuring how much distance they actually cover, and pivot twice around their centre up to 90°, at any point during their move.

They must, however, always use the shortest way possible, going around any blocking terrain and any

DIAGRAM C

Advance!



This Skeleton regiment has a Speed of 5" and it's ordered to Advance! First, it's moved 4" straight forward, then it's pivoted around its centre, and finally it completes its advance by moving a further 1" straight forward.

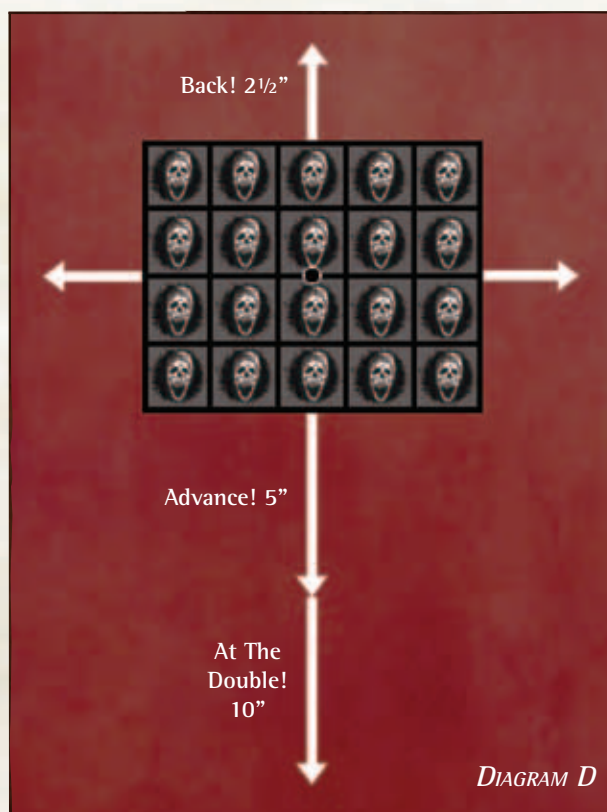


DIAGRAM D

unit in their way (friends and foes). Note that they must go through any area of difficult terrain or obstacle that would normally slow down their movement. These elements of terrain do not slow down Charge moves, but they cause the charging unit to suffer a slight penalty in the ensuing melee.

Basically, the only thing that matters during a Charge move is that the unit has physically enough space to move into contact with the target.



Once the charging unit is in contact with the target, align it with the side of the target you are charging so that it is flush with it.

Finally, shuffle the chargers sideways until their Leader is facing directly opposite the centre of the target unit, or as close as possible to it.

Flank and Rear Charges

If a charging unit's Leader is mostly in the target's front arc when the order to Charge is given, the unit must charge the target's front facing.

If a charging unit's Leader is mostly in the target's right or left flank arc when the order to Charge is given, the unit must charge the target's appropriate flank facing.

If a charging unit's Leader is mostly in the target's rear arc when the order to Charge is given, the unit must charge the target's rear facing.

Multiple Charges Against the Same Target

If two or more of your units are able to charge the same enemy unit, they can do so, as long as they can fit. Just issue a simultaneous order to all of the units that are charging the same target.

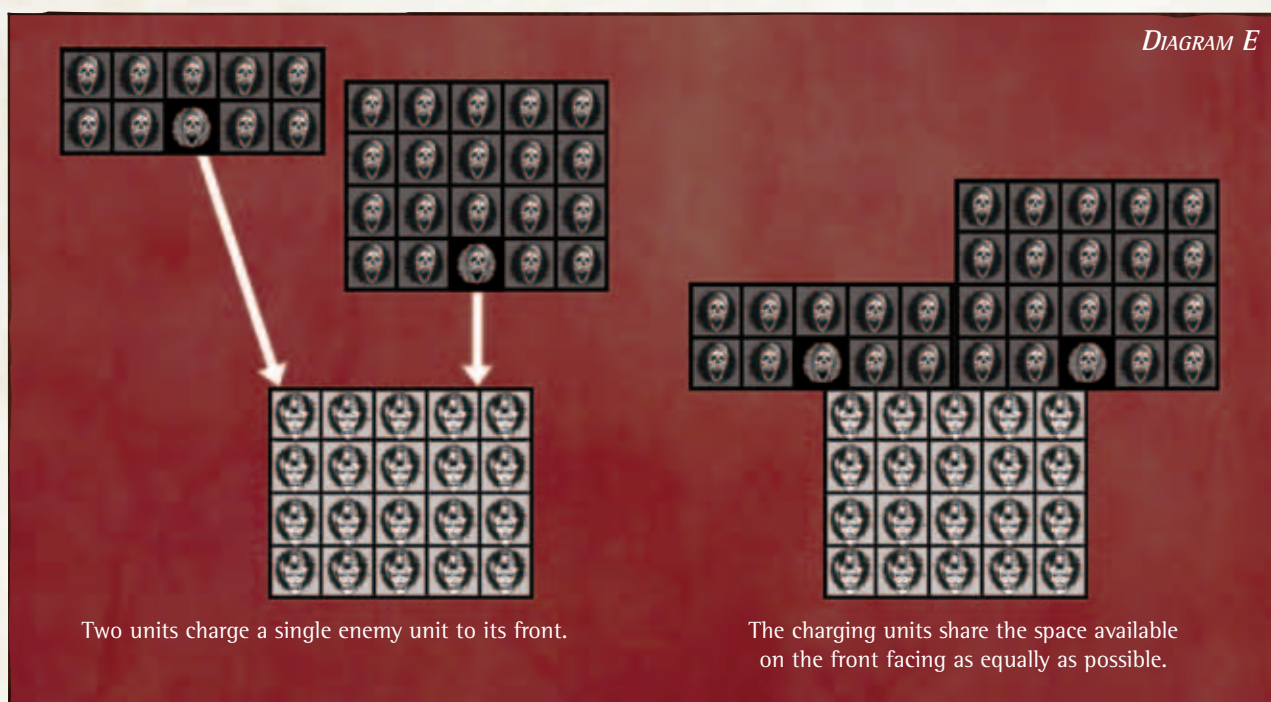
Once contact is made, any units that have charged the same facing of the target will have to share the space available as equally as possible, so shuffle them sideways as shown in Diagram E.

If there isn't enough space for all of the units to fit against the facing of the target they are charging, some of the units will not charge and must be given a different order.

Remember that when charging, units don't have to stay 1" away from friends and enemies, and this means that sometimes a charging unit may end up in contact with both its target and one or more enemy units it has not charged (e.g. when charging a unit that is part of a tight enemy battle line). In this case, you'll have to nudge these enemy units backwards until they are no longer touching.

Defending Obstacles

Sometimes an enemy will be placed right behind an obstacle, as this makes for a strong defensive position. Your units can still charge a target behind an obstacle. Measure the distance to the obstacle rather than the target unit.



TERRAIN

Elements of terrain make your table look more impressive, but they also make the game more complex, so don't use too much terrain in your first games of *Kings of War*.

In war games, terrain is normally made in either of two ways: single terrain pieces or areas of terrain. The rules for both are below. Before the game, it's always a good idea to agree with your opponent how you are going to treat each of the pieces of terrain on the table.

Single Terrain Pieces

These are individual pieces like a lone tree, a house, a boulder, a fence, a hedge or a wall. They will be either blocking terrain, an obstacle or decorative terrain.

- **Blocking Terrain.** Units cannot move across blocking terrain and must go around it. We recommend treating buildings, high walls and other large pieces as blocking terrain.
- **Obstacles.** Obstacles are long and narrow pieces of terrain, like a low wall, a fence, a hedge, a stream,

etc. – something that a roughly man-sized creature could see over and clamber across easily. Units can move over obstacles normally (even ending halfway over them), but cannot cross them while moving 'At the Double'.

- **Decorative Terrain.** A unit can move over decorative terrain pieces as it pleases, ignoring them altogether and nudging them out of the way if it ends its move on top of any (but remember to put them back in their original position once the unit moves off!). This is best for small terrain pieces like small bushes or individual trees.

Areas of Difficult Terrain

This type of terrain consists of things like woods, farms/hamlets, crop fields, areas of broken, rocky terrain or scree, and so on. They are normally made by gluing a number of pieces of terrain onto a large base. This conveniently shows the area of the terrain – the entire area of this base counts as difficult terrain. Units can move through these areas, but every inch they cross counts as two inches.



SHOOT

When you're done moving all of your units, it's time to shoot with any of them that can do so. Pick one of your units at a time, choose a target for them, and let loose!

If you start the Shoot phase and have not issued orders to all of your units, it is assumed that all units you have not ordered during the Move phase have been ordered to Halt.

If a unit has two or more types of ranged attacks (including magical ones), it can only use one per turn.

MOVING AND SHOOTING

Units that have received an 'At the Double' order that turn are too busy moving to be able to shoot.

MELEE AND SHOOTING

Units that are in base contact with enemies cannot shoot, and cannot be shot at.

DISRUPTED

Units that have just come out of combat with the enemy (i.e. had been charged in the previous enemy turn and survived) cannot shoot or use any other form of ranged attack. This is because they still have their close combat

weapons out and need the rest of the Shoot phase to put them away, prepare their missile weapons and recover the necessary concentration and organization that are necessary to start using their ranged attacks again.

PICKING A TARGET

A unit can pick a single enemy unit as a target for its ranged attacks as long as the following conditions are met:

- the target is at least partially in the unit's front arc.
- the target is visible to the unit's Leader.
- the distance between the base of the unit's Leader and the closest point of the target is equal to or less than your unit's weapon range.

RANGES

The ranges of the most common weapons used in *Kings of War* are:

- Bows, crossbows, rifles: 24"
- Pistols, javelins, thrown weapons: 12"

If a unit has a ranged attack with a range that is different from the ones above, it will be specified in its special rules.



SHOOTING AND HITTING THE TARGET

Once the target has been picked, roll a number of dice equal to the firing unit's Attacks value. Your unit's dice rolls, with any modifiers that apply, must score a number equal to or higher than its Ranged Attack value in order to hit its target. Discard any dice that score less than that.

Modifiers

A number of factors can make a hit less likely to happen. The most common are:

- **-1 extreme range.** The target is over half of the attack's range away.
- **-1 soft cover.** The target is in soft cover (see right).
- **-2 hard cover.** The target is in hard cover (see right).
- **-1 moving.** The firing unit received any order other than Halt that turn.

For each of these factors, deduct the modifier from the score rolled by the dice. For example, if your unit normally needs a 4+ to hit, but it's shooting at a target in cover, you will need 5 or more to hit instead. If the target was at extreme range as well, you would need 6s.

Any dice that rolls a 1 is always a miss, regardless of modifiers. However, if modifiers to the roll mean that the unit would need more than 6 to hit, it can still shoot and will need 6 to hit, but it only rolls dice equal to half of its Attacks (rounding down).

DAMAGING THE TARGET

After discarding any dice that missed, pick up the dice and roll them again, to try and damage the enemy unit. The number your unit needs to damage the target is equal to the target's Defence value. This roll can sometimes be modified by special rules, etc.

Any die that rolls a 1 always fails to damage, regardless of modifiers. If a modifier brings the score required to damage a target to above 6, that target cannot be damaged.

Recording Damage

For each hit that scores damage, place a damage marker next to the unit. This represents physical damage and casualties as well as a decline in the unit's morale, cohesion and will to fight on.

As the unit accumulates damage markers, it might be more convenient to record this by writing it down, or

placing a die (possibly an unusual one, of a different size or colour, to avoid rolling it by mistake) next to a single damage marker behind the unit, or using some other suitable tokens.

TESTING NERVE

At the end of the Shoot phase, test the Nerve of any unit you inflicted damage on in that phase. This test is described on page 37, and will determine whether the damaged units stand, waver or run away.

COVER VERSUS RANGED ATTACKS

To decide whether the target unit is in cover, take a look at it from behind the head of the firing unit's Leader.

- If he can see more than half of the target unit clearly, the target is not in cover.
- If at least half of the target unit is out of sight, or partially obscured by intervening terrain or models, the target is in cover.
- If at least half of the target unit is inside an area of difficult terrain, the target is in cover. People may agree at the beginning of the game that some areas of difficult terrain do not confer any cover (like quicksand, for example...).
- If the line of sight of the unit leader goes through 3" or more of an area of difficult terrain, the target is in cover (unless you have agreed that the area of difficult terrain does not confer cover, see above).
- If you're not sure whether the target is in cover or not, roll a die. On a 4+ it is not, on 3 or less it is.
- If the majority of the cover comprises of things that in reality would hide the unit but not stop any bullets, arrows or shrapnel, use the soft cover modifier. This includes enemy and friendly troops, on account that they'd try to get out of the way of the shots as much as possible. Otherwise, use hard cover. Agree before the game what is going to count as hard and soft cover.



MELEE

When you're done shooting with all of your units, it's time for your warriors to strike against the enemies that they have charged that turn. Of course, in reality the enemy warriors would be striking against yours, but for the sake of playability we imagine that in your turn the impetus of the charge means that your men will be doing most of the hacking and slashing, while the enemy mostly defend themselves. If the enemy is not annihilated or routed, your men will fall back and brace themselves, for you can be sure that the enemy will charge back into the fight during their turn to avenge their fallen comrades.



At this stage, there will be a number of combats on the table equal to the number of enemy units you charged in the Move phase. Pick one of these combats and resolve it completely before moving to the next, and so on until all combats have been resolved.

STRIKING

To attack the unit you charged, roll a number of dice equal to the charging unit's Attacks value.

If your unit is attacking an enemy to the flank, it doubles its Attacks.

If your unit is attacking an enemy to the rear, it trebles its Attacks.

HITTING THE TARGET

This process is exactly the same as described for ranged attacks, except that it uses the unit's Melee value rather than the Ranged one, and the modifier below rather than the ones for shooting.

Modifiers

A number of factors can make a hit less likely to happen. The most common is:

- **-1 defensive positions/disrupted charge**
The target is behind an obstacle and/or the chargers' move has gone through any portion of one or more areas of difficult terrain or obstacles.

DAMAGING THE TARGET

This process is exactly the same as described for ranged attacks.

Recording Damage

This process is exactly the same as described for ranged attacks.

TESTING NERVE

At the end of each combat, if you have managed to score at least one point of Damage on the target, test the target's Nerve. This test is described on page 37, and will determine whether the damaged units stand, waver or run away.

REGROUP!

Target Destroyed – Chargers Regroup

At the end of each combat, if your unit(s) managed to rout the target, it can do one of the following:

- stay where it is and pivot around its centre to face any direction (as per a Change Facing order).
- move directly forward D6" (it must move the full distance rolled, but must stop 1" away from other units).
- move directly backwards D3" (with the same restrictions).

Target Remains – Chargers Pull Back

If, on the other hand, your unit did not manage to rout its enemies and is therefore still in contact with them, it must be moved directly back 1" – your warriors have been fought off and must fall back, close ranks and brace themselves for the inevitable counterattack.

Remember that if the target survived, it will be able to act normally in its next turn, except that it will not be able to Shoot, as it has been disrupted by the melee.

Also remember at this point to separate any unit that ended up very close to other enemy units when charging the target, so that they are 1" apart once again.

NERVE

As a unit accumulates damage, it will become more and more likely to lose cohesion, until eventually it will turn tail and run from the field, never to return.

WHEN TO TEST

At the end of both the Move and Shoot phase of your turn, you test the Nerve of any enemy unit you managed to inflict damage upon during that phase. In the Melee phase, however, this test is done immediately at the end of each combat, if you managed to inflict damage on the target during that combat.

HOW TO TEST

Each unit has two numbers under its Nerve value. The first number is the unit's Wavering limit, the second number is its Routing limit.

To test the Nerve of an enemy unit, roll 2D6 and add to the result the points of damage currently on the unit, plus any other modifiers that apply (such as banners and musicians – see below). This is the total you're using to 'attack' the enemy unit's Nerve. This total is then compared with the Nerve value of the enemy unit.

- If the total is equal to or higher than the unit's Routing limit, the unit suffers a Rout (see below).
- If the total is lower than the Routing limit, but equal to or higher than the Wavering limit, the unit suffers from a Wavering result (see below).
- If the total is lower than the unit's Wavering limit, then the unit is said to be Steady, which means it is completely unaffected and continues to fight on as normal.

EXCEPTIONAL MORALE RESULTS

Double Six – We Are Doomed!

If you roll double six when testing Nerve and the unit is not Routed, it will still suffer from a result of Wavering, as insidious news of defeat start to spread through the ranks.

Double One – Hold Your Ground!

If you roll snake eyes (double one) when testing Nerve, the enemy is filled with implacable resolve and will always be Steady and fight on, regardless of any modifier.

For example, let's assume you are testing the Nerve of an enemy unit that has a Nerve of 11/13 and has suffered 3 points of damage. If you roll a seven or less, your total will be ten or less and the enemy will be Steady. If you roll an eight or nine, your total will be eleven or twelve and the enemy will be Wavering. If you roll a ten or more, the enemy Routs!

Steady

The unit continues to fight normally and does not suffer any negative effects. Remember however that units capable of ranged attacks, which have been disrupted by being engaged in close combat, will not be able to use their ranged attacks in their next turn. You may want to mark these units with a "disrupted" counter.

Wavering

The unit continues to fight, but is severely disordered. In its next Move phase, it can only be given one of the following orders: Halt, Change Facing or Back. In addition, the unit is so disrupted that it will not be able to shoot in its next Shoot phase.

It is normally a good idea to mark Wavering units with a token of some kind (like a bit of cotton wool).

Rout!

The unit routs of the field, is butchered to a man, or surrenders to the enemy and is taken prisoner – in any case, as far as this game is concerned, it is destroyed. Remove it.

BANNERS & MUSICIANS

Some units have the option of being given banners and/or musicians. These models replace a normal model in the unit's front rank and confer the following bonuses:

Banners

When testing the Nerve of an enemy unit that has a banner, you suffer from -1 penalty to your total, as the enemy will be braver under the colours of their lord. Note that this does not apply to Heroes that carry banners.

Musicians

When testing the Nerve of an enemy unit in combat with one or more of your units containing a musician, you can add +1 to your total, as the terrifying effects of the instrument take their toll on the foe's morale.

WAR ENGINES

For your convenience, we have collected in one place all of the exceptions that apply to War Engines.

ARCS

War Engines have no flank or rear arc.

LINE OF SIGHT

War Engines can see all around – always pivot the machine to face towards the intended target and look from the point of view of its barrel or another clearly identifiable aiming point. Tell your opponent where you're looking from and then stick to that.

MOVE

War Engines can only be ordered to Halt or to Advance, in which case they are free to move in a straight line in any direction.

TERRAIN

War Engines treat all obstacles as blocking terrain instead.

SHOOTING

Moving and Firing

All War Engines have the *Reload* special rule (see page 41).

Picking a Target

When firing a War Engine, simply pivot it on the spot to point at the intended target and then check its line of sight, as described above. This does not count as moving.

Range

Unless differently specified in their rules, War Engines have a range of 48".

MELEE

Attacking War Engines

War Engines are really useless in combat, so units attacking a War Engine always treble their Attacks, regardless of position. Remember also that even if they survive such an onslaught, they get disrupted as normal.



SPECIAL RULES

Some units, or even entire armies, possess what we call 'special rules'. Each of these special rules is an exception to the normal rules. More of these will be added later (we won't be able to help ourselves...), but the most common are listed below.

Blast (Dn)

This rule is used for all weapons that explode on impact with the target or otherwise inflict massive amounts of damage with a single hit.

If the unit's ranged attack hits the target, roll a die as indicated in the bracket and multiply the hit by the result of the die. For example, if a unit suffers a hit from a *Blast (D6)* ranged attack, it will suffer from one to six hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused.

Breath Attack (n)

This rule is used for dragon breath and other attacks where a great gout of flame or toxic gas fills an area.

The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier.

Crushing Strength (n)

This rule is used to represent the devastating effects of melee hits from creatures of terrible strength or that are equipped with very heavy close combat weapons or even magical weaponry.

All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

Elite

Creatures with this rule are supremely skilled – true masters of the art of war.

Whenever the unit rolls to hit, it can re-roll one of the dice that failed to hit.

Fly

This rule can literally represent flying movement (not really soaring high in the sky, however... more like fluttering around, a bit like a chicken), or even a ghostly creature's ability to move through solid matter.

The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. As a consequence, in melee it never suffers the -1 to hit penalty for charging a defensive position or for a disrupted charge. The unit also has the *Nimble* special rule.

Grapeshot

Instead of normal shot, cannons can be loaded with buckets of nails, bullets and other assorted nastiness, which allows them to be fired against enemies nearby like a massive shotgun.

The unit may either fire normally or fire a *Breath Attack (10)* with *Piercing (1)*.

Headstrong

"Wavering's for little wide-eyed girls with ribbons in their hair... and Elves." – Dwarf proverb.

Whenever the unit begins a turn Wavering, it rolls a die. On a 4+ it shrugs off the effects of Wavering and can act normally that turn.

Heal (n)

Some magical beings can help battered and demoralised regiments, healing individual warriors and shoring up the unit's courage. For Undead wizards, 'healing' involves raising fallen warriors (from both sides!).

The unit has a ranged attack that can only target friendly units, including when in melee with the enemy (and not the healing unit itself). You roll (n) dice for this ranged attack rather than using the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. For every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.

Indirect Fire

The unit fires its shots in high arcing trajectories, which means that the distance to the target is pretty much irrelevant and that most cover is pretty much useless. However, if any enemies get really close, it's impossible to hit them.

The unit fires indirectly, which means it never suffers any to hit modifiers for range or cover (but it does still need to see its target!). On the other hand, it can never shoot targets within 12".

Individual

A single guy running around the battlefield benefits from having much greater freedom of movement than regimented troops, and is difficult to pinpoint in the confusion of battle (unless he's sitting on a huge flying beast, that is).

Units with this rule are normally made of a single model representing a roughly man-sized individual. These obviously behave in a very different manner from regimented units or very large creatures. The following rules represent this:

- The individual does not have any flank or rear facings. Consequently, it is able to see, and therefore shoot and charge, all around.
- The individual can make any number of pivots around its centre as it moves, including At The Double!
- Enemies never double/treble their Attacks when fighting the individual, including War Engines with the Individual special rule. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however.
- When shooting against the individual, enemies suffer an additional -1 penalty on their rolls to hit.
- When charging the individual, move into contact with it normally, but after making contact, turn the individual to face the front of one of the units you charged it with rather than



the other way around. In addition, if the individual is routed and the charger decides to advance D6" directly forward, it can make contact with another enemy unit. This is treated as a successful charge and the charger is lined up against the new enemy as normal and can immediately attack again! This rule represents the fact that an individual is often not enough to completely stop a charging unit in its tracks. Note that this rule applies to charging individuals as well.

Inspiring

The bravery of a heroic general, or the presence of a great big flag, can convince warriors to stand their ground a little longer. For creatures like the undead (that don't care much about banners), the proximity of their general or of a sorcerous banner fills them with supernatural energy.

If this unit, or any friendly unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

Nimble

Used for flyers and lightly armed units like skirmishers and scouting cavalry, this rule makes the unit considerably more manoeuvrable.

The unit can make a single extra pivot of up to 90 degrees around its centre at any point during its movement, even At The Double!

Phalanx

From the front, these units look like a forest of sharp spikes pointing at you – not the most inviting of proposals for a charging horse... or anyone else really.

The unit rolls an extra 5 Attacks in melee if it is a Regiment, or 10 extra Attacks if it is a Horde. These attacks are added after multiplying the Attacks for flank/rear charges. In addition, Cavalry units and units with the *Fly* special rule that charge this unit's front suffer from a -1 penalty on their rolls to hit.

Piercing(n)

This rule is used for all ranged attacks that can penetrate armour with ease (such as shots from rifles and war engines), as well as spells and other magical ranged attacks.

All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

In addition, ranged attacks with a *Piercing* value of at least (3) are so powerful that they can punch their way through cover easily, so they never suffer the -1 penalty for soft cover on their rolls to hit. They also suffer a -1 rather than -2 to hit when shooting at targets in hard cover.



Regeneration

Creatures gifted with this ability are very difficult to kill, as their wounds heal at incredible speed, their torn flesh re-knitting itself under the very eyes of the enemy.

Every time this unit receives an order (including Halt!), before doing anything else, roll three dice. For every result of 4+, the unit recovers a point of damage it has suffered previously during the game. However, if the unit suffers any damage from a *Breath Attack* or a *Zap!*, this rule stops working for the rest of the game.

Reload!

Some powerful missile weapons take much longer to reload, making them less flexible.

The unit can fire only if it received a Halt order that turn.

Shambling

Braiiinsss... braiiinnnnssss...

The unit cannot be ordered 'At the Double'. In addition, it treats Wavering results as Steady instead.

Stealthy

The unit is extremely adept at hiding or benefits from magical protection that makes it very difficult to target with ranged attacks.

Enemies shooting against the unit suffer an additional -1 to hit modifier.

Vanguard

This unit is trained to range ahead of the main force, scouting the terrain and gathering information about the enemy.

The unit can make a single At the Double move after set-up is finished, but before the players roll to decide who goes first.

If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of his *Vanguard* units first, then the players alternate until all *Vanguard* units have been moved.

Vicious

The unit fights with utter ferocity, resorting to poisoned arrows, serrated blades and wicked hooks, clubs festooned with barbed wire, eye gouging, kneeling in the groin and all manner of other unsporting behaviour.

Whenever the unit rolls to damage, it can re-roll one of the dice that failed to damage.

Zap!(n)

This represents all sorts of assorted sorcerous nastiness – "Fireballs from his eyes and bolts of lightning from his..." *ahem...*

The unit has a ranged attack. You roll (n) dice for this ranged attack rather than using the Attacks value of the unit. This attack has a range of 24", always hits on 4+ (regardless of modifiers) and is *Piercing (1)*.

PICKING A FORCE

You can play *Kings of War* with just a few units per side, without worrying about the two sides being equally matched. This is great for learning the game, but after you've become familiar with the rules and have amassed a large collection of models, you might want to try a game where the forces facing one another across the battlefield are balanced, so that both players have an equal chance of winning the game.

In order to achieve this, you and your opponent must pick an army before the game. First agree a total of points, say for example 2,000 points. Then start picking units from the force lists provided in this book – each unit costs a certain amount of points, as listed in its entry in the appropriate force list (including any options like banners and musicians). For example a regiment will cost around 100 points. As you pick them and include them in your army, keep adding their cost until you have reached the total you agreed. You can of course spend less than the agreed total, which is a very brave thing to do.

The only limit we set to stop ruthless gamers from concocting absurd armies is that for every 'solid unit' in your army, you can include 1 War Engine and 1 Hero or Monster (H/M).

For 'solid unit' we mean any unit of at least 20 Infantry (or 3 Large Infantry) or 10 Cavalry (or 3 Large Cavalry). For example, including 3 solid units gives you access to up to 3 War Engines and up to 3 Heroes or Monsters.

Note that some units have an asterisk next to their name (for example: Gargoyles*). This indicates that the unit is never counted as a 'solid unit', regardless of the number of models it includes. We call these *irregular units*, and they are not 'solid units' because they are not representative of the core, or mainstay force, of their army.

In addition, if a unit has [1] after its name in the list, it is a Living Legend and this means that only one such unit exist and can therefore be included in the army.



AN EXAMPLE FORCE

THE SERVANTS OF VOITOLIOUS

The Undead army pictured below was created using the following force list:

Voitolious the Wraith (Necromancer)	135 points
<i>Equipped with Boots of Levitation</i>	
1 Horde of Skeletons	210 points
<i>Equipped with Brew of Sharpness, banner & musician</i>	
1 Regiment of Revenants	135 points
<i>Equipped with banner & musician</i>	
1 Troop of Revenant Cavalry	100 points
<i>Equipped with banner</i>	
1 Regiment of Skeletons	110 points
<i>Equipped with spears, banner & musician</i>	
1 Troop of Ghouls	45 points
1 Balefire Catapult	65 points
Total: 800 points	

ALLIES & ALIGNMENTS

You are free to mix units from different races in your army, as long as you always keep in mind that you need a solid unit of a specific race to include each War Engine and Hero or Monster of that race.

You can also join forces with your friends and play with several allied armies on either or both sides, as long as the points values are balanced.

However, alliances between races that are hated enemies in the *Kings of War* background are not very 'realistic', so we have given a specific Alignment to each army – either Good, Evil or Neutral.

Good races should never ally with Evil races, but anybody can ally with Neutral races. So please don't mix Evil and Good units in the same army, unless your opponent agrees, of course.



MAGIC ARTEFACTS

Magical artefacts bestow bonuses to the unit they are given to. Each unit can have a single artefact chosen from the list below, which is normally carried by the unit's Leader. The cost of the artefact is added to that of the unit.

Unless the artefact specifies otherwise, the following limits also apply:

- Each artefact is unique and therefore can only be chosen once per army.
- War Engine units cannot choose artefacts.
- Monster units cannot choose artefacts (but Hero units definitely can).
- Living Legends (i.e. units with a [1] limit) cannot choose artefacts.



Artefacts are magical in nature (some of them might even be sentient!), and all of them have the magical power of changing their shape. This allows them to morph into a weapon, piece of armour, jewel or other implement that is more akin to the race of the warrior carrying it. For example, a Blade of Slashing could be an elegant sword in the hands of an Elf, but will turn into a crude meat cleaver in the hands of an Orc. This magical property is of course very convenient from the point of view of the average war gamer!

As the presence of these items is not obvious, players must tell their opponent which artefact any of their units is carrying as they deploy them on the battlefield. If both players agree before deployment, you may want to play with 'hidden artefacts'. This is somewhat less fair, but can be considerably more fun...

Note that when an item refers to 'normal' ranged attacks, it means shots from bows, crossbows, rifles, pistols, javelins, thrown weapons and the like, and not those conferred or covered by a special rule (e.g. *Breath Attacks*, *Zap!*, *Heal*, etc.).

Blade of Slashing

Cost: 5 pts

The unit rolls one extra dice when attacking in melee.

Fire-oil

Cost: 5 pts

If the unit's attacks (ranged or melee) cause any damage on a unit with the *Regeneration* rule, the target stops regenerating for the rest of the game.



Mace of Crushing

Cost: 5 pts

When the unit attacks in melee, roll one of its dice separately. This one attack has *Crushing Strength (1)*, or if the unit already has *Crushing Strength*, this one attack's *Crushing Strength* is increased by 1.

Piercing Arrow

Cost: 10 pts

Every time the unit uses a ranged attack, roll one of its dice separately. This one attack has the *Piercing (4)* rule on top of any other special rule. This artefact only works on 'normal' ranged attacks.

Talisman of Inspiration

Cost: 10 pts

This artefact can only be used by Heroes. The Hero has the *Inspiring* special rule.

Brew of Haste

Cost: 15 pts

The unit has +1 Speed.

Pipes of Terror

Cost: 15 pts

If this unit inflicts damage on an enemy in melee, it adds an additional +1 to the ensuing Nerve test.



Blasting Arrow

Cost: 20 pts

Every time the unit uses a ranged attack, roll one of its dice separately. This one attack has the *Blast (D6)* rule on top of any other special rule. This artefact only works on 'normal' ranged attacks.

Blessing of the Gods**Cost: 20 pts**The unit has the *Elite* special rule.**Brew of Courage****Cost: 20 pts**

When testing Nerve against this unit, the enemies suffer an additional -1 to their total.

Chant of Hate**Cost: 20 pts**The unit has the *Vicious* special rule.**Steed-bane Incense****Cost: 20 pts**Cavalry units and units with the *Fly* special rule suffer from a -1 penalty to hit this unit in melee.**Brew of Strength****Cost: 25 pts**The unit has *Crushing Strength* (1), or if the unit already has *Crushing Strength*, it is increased by 1.**Boots of Levitation****Cost: 25 pts**

This artefact can only be used by Heroes. The Hero can Advance and then shoot as if it had Halted that turn. It can also move At the Double and shoot as if it had Advanced that turn.

**Helm of Confidence****Cost: 25 pts**The unit always counts as within range of a unit with the *Inspiring* special rule.**Ensorcelled Armour****Cost: 30 pts**

This artefact can only be used by Heroes. The Hero's Defence is improved by 1, to a maximum of 6+.

Healing Charm**Cost: 30 pts**This artefact can only be used by Heroes. The Hero has the *Heal* (3) special rule.**Jar of the Four Winds****Cost: 30 pts**

The unit's 'normal' ranged attacks gain 12" to their maximum range.

The Boomstick**Cost: 30 pts**This artefact can only be used by Heroes. The Hero has the *Zap* (3) special rule.**Boots of the Seven Leagues** **Cost: 35 pts**This artefact can only be used by a Hero with the *Individual* special rule. The Hero has the *Vanguard* special rule.**Dwarven Ale****Cost: 35 pts**The unit has the *Headstrong* special rule.**Wine of Elvenkind****Cost: 35 pts**The unit has the *Nimble* special rule.**Diadem of Dragon-kind****Cost: 40 pts**The unit has the *Breath Attack* (10) special rule.**The Fog****Cost: 40 pts**The unit has the *Stealthy* special rule.**Heart-seeking Chant****Cost: 45 pts**The unit's 'normal' ranged attacks have the *Piercing* (1) special rule, or if the unit already has *Piercing*, it is increased by 1.**Wings of Honeymaze****Cost: 45 pts**This artefact can only be used by Heroes. The Hero has the *Fly* special rule and increases his speed to 10.**Brew of Keen-eyeness****Cost: 50 pts**

The unit has +1 to hit with 'normal' ranged attacks.

**Brew of Sharpness****Cost: 50 pts**

The unit has +1 to hit in melee.

Medallion of Life**Cost: 50 pts**This artefact can only be used by Heroes. The Hero has the *Regeneration* special rule.

GAME SCENARIO

1) Prepare your Forces

First of all you and your opponent need to pick armies to an agreed total of points, using the process described in 'Picking a Force', on page 21.

2) Choose a Gaming Area

We assume that games of *Kings of War* will be played on a 6'x4' foot table or other flat surface, like a floor.

3) Place the Terrain

Before the game, it's a good idea if you and your opponent put some terrain on the battlefield. Arrange it in a sensible manner, trying to recreate a plausible landscape of the fantastic world your armies are battling in. Alternatively, find a third and neutral person to lay out the terrain for you.

During this stage it's vital that you agree what each piece of terrain is going to count as during the game – is it blocking terrain, an obstacle, a piece of decorative terrain or an area of difficult terrain?

4) Duration

The game lasts twelve turns (each player taking six turns). At the end of turn 12, the player rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra

turn and then the game ends – work out the winner as described below.

You can of course vary the number of turns you want to play for, or decide to play for a set amount of time instead (e.g. two hours), after which the game continues until each player has had the same number of turns. Alternatively, you could also play a Timed Game, as explained in the Timed Games section (page 51).

5) Victory!

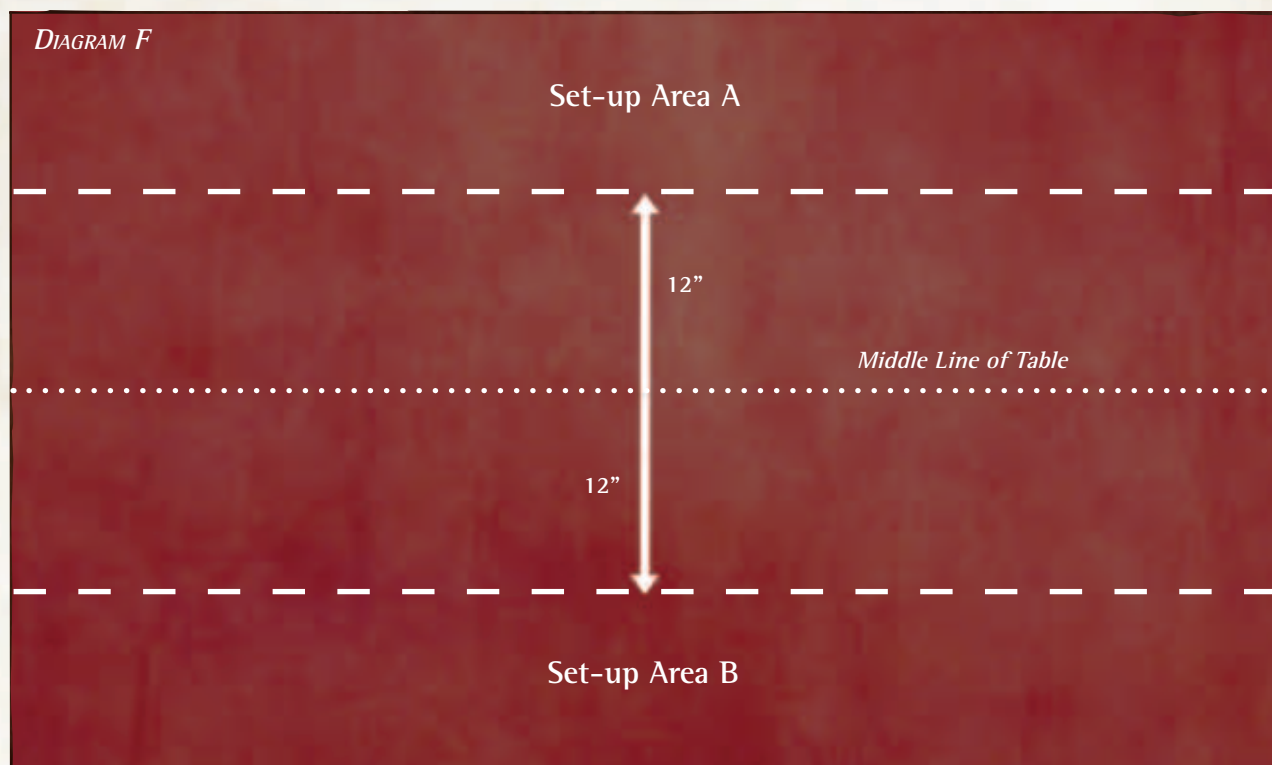
So, when the game ends, who is going to be the winner? To determine that, roll a die:

D6	Type of Game
1-2	Kill!
3-4	Pillage!
5-6	Kill and Pillage!

Kill!

At the end of the game, add up the cost of all of enemy units you Routed. That is your score. Your opponent does the same and you compare scores. If the difference between the scores in favour of a player is at least 20% of the total cost of the armies, that player wins, otherwise the game is a draw. For example, in a game where armies are 2,000 points, you need at least 400 points more than your opponent to win.

DIAGRAM F





Pillage!

Place D3+4 objective markers on the battlefield. For objective markers you should use 25 mm round bases, but two pence coins or other items of similar size are also acceptable.

Both players roll a die. Whoever scores highest places a marker anywhere on the battlefield. Players then take turns to place objective markers, which must be more than 12" apart from one another.

If, at the end of the game you have at least a unit within 3" of an objective and there are no enemy units within 3" of it, you control that objective. Units with the *Individual* special rule are always ignored from the point of view of controlling objectives (if it helps, remove them from the table before determining control of objectives). A single unit can control any number of objectives. If you control two more objectives than your opponent, you win, otherwise the game is a draw.

Kill and Pillage!

Proceed as for Pillage above, but at the end of the game count the points just like in a Kill game. In addition to points for Routing units, however, any

objective you control at the end of the game (as described in Pillage) is worth an amount of points equal to 10% of the total cost of the armies. For example, in a game where armies are 2,000 points, each objective is worth 200 points.

6) Set-up

After rolling for the type of game and setting up the objectives, if any, both players roll a die. The person scoring highest chooses one long edge of the battlefield as his own and then places one of his units on that side of the battlefield, more than 12" from the middle line (see Diagram F, left). His opponent then does the same on the opposite side of the table.

The players keep alternating in doing this until they have placed all of their units onto the table.

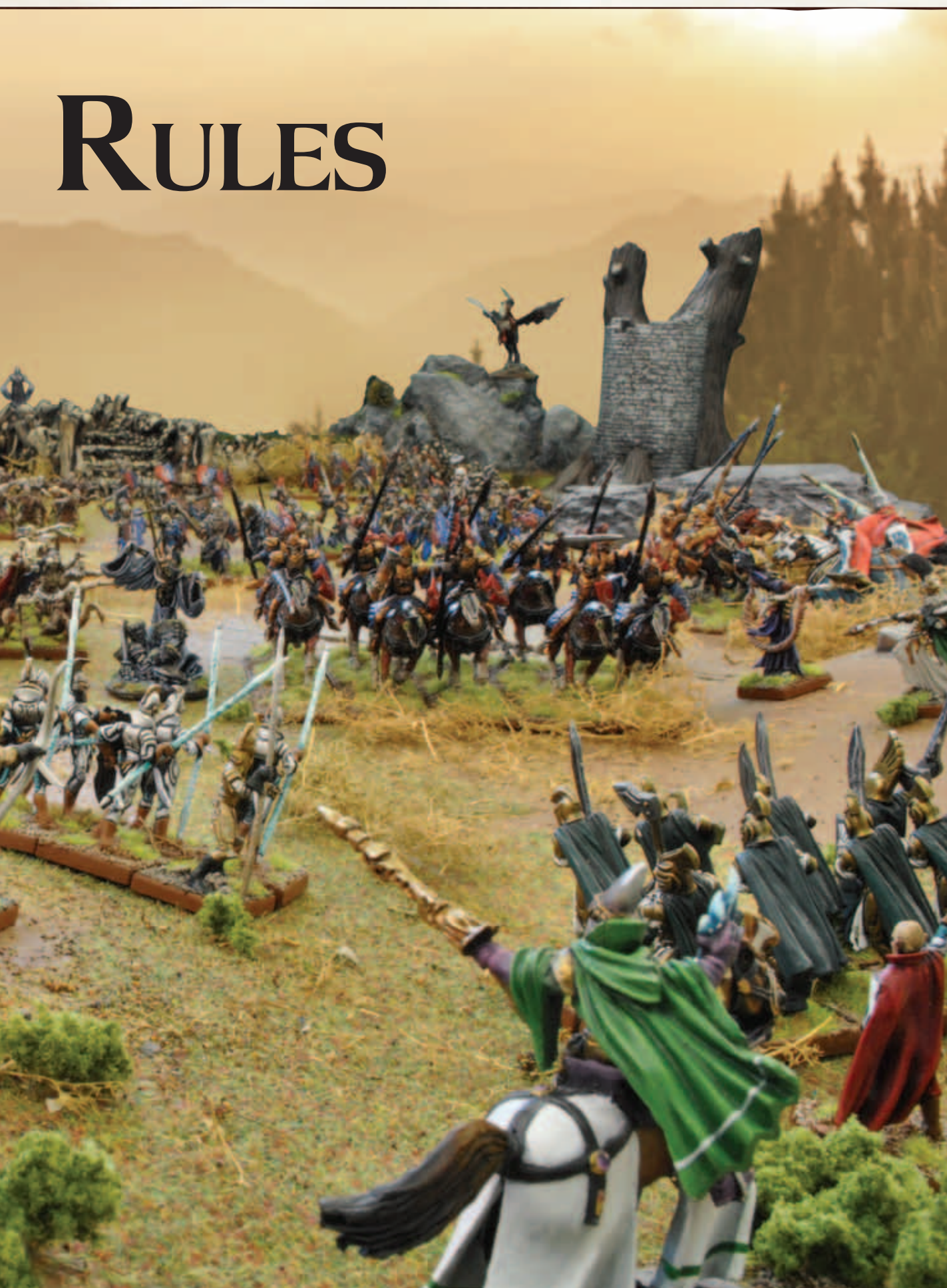
7) Who Goes First?

Both you and your opponent roll a die. The highest scorer chooses whether he is going to have the first turn or give the first turn to his opponent instead. Game on!

ADVANCED



RULES



A HOST OF OPTIONS

This section is a bit different from the rest of the book. Rather than simply telling you what the rules are, you're invited instead to try out and experiment with a collection of different suggestions, all of which change the way you play *Kings of War* in one manner or another. Of course, none of the rules anywhere in this volume are sacred texts written in stone, and we would encourage you to tweak and add house rules to your games to really make them your own.

The following rules and suggestions are a bit of a pick-and-mix affair. All of the rules can be played together at once, added to the core rules to form a coherent campaign and siege system that multiple players can fight out over elaborate terrain. Alternatively, you can cherry pick the bits you want to use. What we've aimed for here is a set of options that you can turn on and off. The best way of finding out if you like them is to give them a go on the tabletop. It's probably best to try adding the terrain rules and the multi-player options separately, and even fighting a one-off siege to see how they work. Adding them all together is a bigger undertaking, so you should save that till you are confident with the basics of *Kings of War* and you have a handle on at least some of these additional rules.

Once you understand the mechanisms of these new rules you can start to really play about with them. Perhaps you have a scenario that would suit the additional terrain rules, with natural strongholds for one side, and half a board of marshes, craggy peaks or haunted forests for the other. Maybe you want to organise a *Kings of War*

evening at your local games club or shop and think that a multi-player game would fit the bill. With everyone in one big game the experienced players can help the new ones and everyone can join in. The most ambitious of you will aspire to running campaigns, and the following thoughts and suggestions will help you avoid some of the pitfalls in that noble ambition. All told, this section offers you a wealth of alternatives to add spice and variation to your *Kings of War* games so that you can keep playing for years and never fight the same battle twice.

Finally, before delving into the details, it's worth noting that with the exception of the multi-player suggestions, all of the optional rules need some extra models or terrain – this is partly why they are optional. The other reason is that they add a little complexity to the games and this makes the battles last a bit longer. To keep the *Kings of War* core design clean and fast, these extra rules have been put in their own section. If you want to just fight a battle, then the core rules allow you to do that quickly even with big armies. Once you've fought a few normal battles, however, you may decide to try out some of the suggestions offered here. And what is offered here?

There are five sections to these additional rules:

- Timed Games
- Expanded terrain rules
- Suggestions for multi-player games
- How to fight sieges
- Campaign rules



TIMED GAMES

We really enjoy playing *Kings of War* in a relaxed atmosphere, accompanied by epic music, beer, pizza and the unavoidable truculent banter. However, the game is designed so that you can also decide to introduce another dimension to the fight: time. This way you'll be able to experience some of the pressure of real battle, when snap decisions make the difference between victory or defeat, life or death!

Chess Clocks

The best tool for timed games is a chess clock, a device that ensures time is equally divided amongst the players, thus creating the ultimate fair and balanced war game.

Simply agree a number of turns for the game and an amount of time per player, and set the chess clock accordingly. For a 2,000 points game, we suggest six turns and one hour per player, but it's up to you to find the pace you prefer for your games.

After deciding which player begins to set-up, start that player's clock. Once he's finished setting up his first unit, he stops his clock and activates his opponent's clock, and so on. Once set-up is finished, stop both clocks and roll to see who has the first turn. Once the winner of the roll has made his choice, re-start that player's clock. That player plays a turn then stops his clock and activates the opponent's clock, and so on.

The game ends at the agreed number of turns and victory conditions are worked out as normal. However, if a player happens to run out of time during one of his turns, the game ends instantly and his entire army routs – immediately remove all of his remaining units, as if they suffered a Rout result, and work out the victory conditions as normal. However, in an objective-based game (like 'Pillage' or 'Kill and Pillage', in the Scenarios section), the opponent is allowed to keep moving his units for as many turns as there are left in the game in order to grab objectives before the victory conditions are worked out.

Other Timers

If you don't have a chess clock at hand, don't worry – the stopwatch in your phone or watch, or even an hourglass or egg timer will do fine. If you use one of these, then each player gets an agreed amount of time per turn (agree first how many turns the game is going to last for). We suggest that each turn should take around two to three minutes per 500 points in your game (say, ten minutes in a 2,000 points game). If a player runs out of time during his turn, his move ends and any melee

that has not been fought yet is cancelled – move the chargers back 1".

Make sure you set a time limit for set-up (30 seconds per unit works fine).

Be Nice!

Of course it's only fair to stop the chess clock or timer if one of the players is distracted from the game (by a phone call or the like), or if the players need to check a rule, an unclear line of sight, etc. It is also best if any unit you destroy during your turn is removed by the opponent, together with all of its damage markers, at the beginning of his turn.

By all means, you and your opponent can vary the amount of time you have for your game or your turns according to your own taste, but if you're like us, you are going to love the pressure created by timed games – after all, in real war one rarely has the luxury of time...



TERRAIN & BUILDINGS

The terrain rules on page 33 offer a simple and clean way to include farms, forests and hills on your battlefields. This is fine as a starting point, but what about the haunted forests with their animated trees clutching at the nervous warriors as they tread carefully by? What of the semi-sentient bogs that swallow up entire legions in their greed? Where is the terrain that fights back? Here, that's where!

This section adds rules for three new types of terrain:

- Dangerous Terrain
- Buildings
- Natural strongholds

DANGEROUS TERRAIN

Dangerous terrain is an area of difficult terrain that won't just sit still and be trodden on. Treat it simply as difficult terrain for movement purposes. However, Dangerous terrain has fighting stats just like a normal unit. Each turn, at the end of your Fight phase, you must roll to attack any unit (friend and foe!) that is inside any Dangerous terrain, or even just in contact with it. Roll the terrain's attacks as if the terrain was attacking that unit to its front. No to-hit modifiers ever apply.

Note that as the opponent is going to do the same in his turn, terrain attacks once per player's turn and can therefore be quite lethal. Also note that units can't do enough damage back to the terrain to make any difference, so dangerous terrain doesn't have values for Defence or Nerve and cannot be attacked or damaged any more than normal terrain can.

Terrain modelling is a whole subject in its own right and pieces can vary enormously. It's best if you decide which pieces of your terrain collection look like they should count as dangerous terrain, and how lethal their attacks should be. However, to get you started, we've included some examples and ideas below.

Tar Pit

Me 4+, At 5, Crushing Strength 2

A bubbling collection of dark pools. The few straggly grasses that cling to the edges look singed and ill. Occasional bones from long-dead creatures are regurgitated from the bottomless depths by the black ooze. Troops who stumble into the tar pits often become stuck in the velvety black goo, and slide inexorably down into the deep. Even those that can be rescued by their comrades are covered in a smelly and toxic mess that will seep into their skin and debilitate them for weeks.





Cursed Tombs

Me 4+, At 5

Ancient burial mounds from long forgotten civilisations dot the landscape. Some have been robbed and lie shattered, their treasures plundered centuries ago. Others retain their secrets, their ghostly guardians whispering unsettling threats to the warriors as they make their way past the burial chambers. The grim reminders of death and the curses of corpse kings sends mortals crazed with fear. Many flee rather than stray too near.

Swamp

Me 3+, At 6

None but the most desperate or crazed would live in a swamp by choice, but there are still creatures lurking here. Most will do no more than fling mud at the passing warriors, though a few of the more debased inhabitants delight in drowning the unwary. Natural hazards await the careless too, and the sucking grip of the bog can drag down the strongest warrior, his every move only serving to sink him deeper into its clutches.

Living Forest

Me 5+, At 4, Vicious

Branches snag the clothes and claw at the faces of the troops who pass through the living forest. Strange creaks and groans disturb the mind and distract the eye; shadows flitting at the corners of vision, unsettling and threatening. The trees themselves are possessed by vile and evil spirits, whose allegiance is only to themselves and who cannot be tamed. They hate all who pass their way with equal venom, and are as happy to strangle an elf as an orc.

Lava Pools

Me 4+, At 5, Crushing Strength 3

Singed eyebrows and a healthy tan are the least of the worries for troops who must traverse this most dangerous of terrain. A single wrong step means death, with no possibility of rescue. These upwellings of molten rock are seldom natural and tend to abound only in areas tainted by ancient magics or evil machineries such as those of the Abyssal Dwarfs. The pools themselves are signposts of an area best steered well clear of, not only for the dangers they themselves represent, but also the dark forces who are sure to lurk nearby.

BUILDINGS

The basic terrain rules suggest treating buildings simply as blocking terrain – things to walk around and which block lines of sight. Here we deal with them as potential fortresses in miniature. These rules can be used as well as or alongside the basic rules. You could define some buildings as impassable and others as described here – as long as it is clear to both players at the start of the battle.

Moving Into and Out of Buildings

Only infantry can move into buildings. Intact buildings are rarely large enough to accommodate large infantry, though you may decide to allow them into partly ruined structures. Each building also has a maximum unit size that can fit in. Whatever this is, only one unit may occupy a building at a time.

A unit that touches an unoccupied building during an Advance! order may occupy it. A unit that occupies a building is placed inside it if the building model allows, or if not the unit sits off the table. Leave the champion by the entrance of the building to show where his unit is.

A unit occupying a building may leave it with an Advance! order when it chooses. A unit may not charge or move at the double out of a building as its warriors need the time to reassemble into ranks and files.

A unit inside a building can trace a line of sight from any window and is assumed to have a front facing all round as

its members clamber into every room and keep a careful watch out all round. A unit that is occupying a building may therefore shoot in any direction it can see a target.

Some example buildings might be:

- Small farmhouse (20 infantry)
- Barn (30 infantry)
- Ruined Keep (20 infantry or 9 large infantry)

Shooting at Units in Buildings

The shot is worked out as normal, working out line of sight to any opening in the target building. The occupying unit counts as being in cover (normally hard cover, unless you agreed otherwise).

Fighting in Buildings

An enemy unit can attack a unit that is occupying a building by moving into contact with the building under a Charge! order. The occupying unit counts as fighting from a defended position and so all attacks are at -1 to hit. Work out the melee as normal and test the Nerve if appropriate. There are three possible outcomes:

- The defending unit holds its ground (remains Steady). The attacker must move back 1 inch as normal, out of contact with the building.
- The defending unit wavers. This is the same as above.
- The defending unit is routed. Remove it as usual. The attacking unit must take its place inside the building.

NATURAL STRONGHOLDS

Natural strongholds are areas of dense and difficult ground that offers a natural position from which to fight. For example, some forest edges are so tangled and overgrown with briars and thorns that they can be easily defended. The more open interior offers ease of movement for those within. Some hills may be craggy and near unclimbable in parts, yet are easily traversed on the trails if you know them. The same is true of many features, even marshes and haunted forests.

Generally these naturally defensible locations are known to the locals, and so this makes an excellent advantage to give to a defender in a scenario. An outnumbered force might be able to hold off an attacker within the forests or swamps of their homelands because they can fight from these features as well as any fort.

In game treat them as buildings, above. The only exception is that natural strongholds don't have windows to see out of and so aren't as helpful for line of sight.





MULTI-PLAYER GAMES

We think there is a little bit of confusion about multi-player games. They are, if done well, an excellent way to teach new players and a fun way to challenge hoary old vets. They can also be a great start or finale for campaigns or simply a fun alternative for a club night. The trouble some people seem to have with them is thinking that all multi-player games should be the same, where in fact there are distinct types that work best with slightly different handling.

Most multi-player games fall into these three categories:

- A training game for a newcomer to the rules.
- A challenge for the club veteran.
- A giant game for everyone to get involved in.

The last option is the one that most people think of when they talk about multi-player games. This is fine as far as it goes, but it does miss the real benefits of the other two types, which is why we'll look at those first.

Training Games

When you start out with a new system there are a number of difficulties. Firstly, you have to find an opponent. Usually this is not so hard, as you're often joining in with a group of mates who already play. Then you need to get an army together, and finally learn the rules. Multi-player training games are a fun way round

all of these issues. The basic idea is the same as when you learn to drive a car. You don't just sit in and expect to get on with it on your own. Instead you sit next to an experienced driver and they take some of the strain. They are also there to offer help and advice (and to put their foot on the brake if things start to go pear shaped). The same applies here.

Play on a normal sized table, with a normal sized game. The new player should be teamed up with a more experienced player who fights alongside him on the same side of the table. If the new player has started a model collection then let him command those models, perhaps taking a third or a half of the points that his side has to field in total. Their foes can either be one or more experienced players, or perhaps there are enough new players to have one experienced and one starter on each side. If this is the case then you should have the new players fighting against the veterans, not each other. This will be rather harder, but will teach them more.

With an experienced hand for each newcomer to ask advice and questions from, the game can flow along properly without the need to stop and look things up all the time. It's also a chance for a newcomer, who may only have a small collection of models, to fight a big battle. Big battles are the real *Kings of War*!





A Veteran's Challenge

Whether you have a formal gaming club or just play as a bunch of mates round at someone's house, most gaming groups have one or two acknowledged veterans. These are the people everyone struggles to beat, and if they do then everyone will hear of it. You know the ones. Well, winning all the time may be glorious, but it doesn't seem to really stretch their skills. This will.

In these games you play one against two with the veteran player fighting on his own against two challengers. The two challengers each have an army that is two-thirds of the size of the veteran's, so he will be outnumbered in points. The challenger's armies both move and fight as a single side and if you are playing a timed game will share the same time allocation. They can play at the same time, with each player moving and rolling for their own units. It's a little less confusing if they stick to the same phase of the turn at the same time, but apart from that it's the same as a single four-armed, two-headed player would play. Surely you've come across those?

You could include any of the additional rules from this section that you wanted to, but a basic game would work just as well. The challenge here is for the lone veteran to focus his skill to beat the two armies. Each is weaker than he is, but together they outnumber him by quite a

bit. Can he divide and conquer? For the challengers, they must act together to stand their best chance. However the temptation will be to let the other fellow take the brunt of the losses and keep the glory of the kill for yourself.

One way to make things more difficult for the challengers is not to allow them to communicate about tactical choices, or at least restrict their communication in a way that is reminiscent of the real difficulties that two allied armies would face when trying to cooperate on the field of battle. For example, you could tell the challengers that all the communication they can have for the duration of the game can be written on three small pieces of paper that they can pass around at a maximum rate of one per turn. You can even allow the veteran to try to intercept these messages on a roll of 5+, destroying the message before the other challenger can read it.

In the end, if the veteran wins then they will further enhance their reputation; if the challengers are victorious then the veteran's mystique is perhaps a little dented, but the fight wasn't fair. Kudos to him for doing so well that they have to outnumber him to stand a chance. In these games I think that everyone wins as they're fun both on the table and as bragging rights afterwards.



Giant Games

Having gone through the two types I personally prefer, we come to the kind of multi-player game that most people seem to think of when they hear the term. This is a giant battle involving several normal sized armies on each side, fought on as large a table as you can find. Such games can look spectacular.

The obvious limitations here are having the armies and the space to play such games. If you go to a club or have a local game store with the space then you're in luck. Alternatively you may have a friend with a double garage or similar space you can use. Getting enough terrain and a big enough board tend to be more of a problem for groups of gamers than finding enough models. Gamers tend to have way more than they can use at once in a normal battle, and hardly need an excuse to add to their collections. The other really tricky thing can be organising a day when everyone that wants to play can make it.

Once you've sorted out where you can play, you need to decide who and what. With many players and lots to move about, you don't want a complicated scenario. Depending on how much space you have, the shape of the board and the sizes of the armies you want to put on it, you might want to have one army coming to the rescue of another, marching on from one corner whilst the combined forces of several foes batter their allies. Of course, if this is your first try then you might want to keep things simple and fight a normal (but very big) battle. That may well be enough!

In terms of army size, in general it's not worth worrying too much about the exact points costs. An overall balance would be better than a lopsided game, but the whole thing is really an excuse to get everyone's collections on the table at once, so just shuffle round who's on each side and balance it that way. Balancing skills of players and scenario objectives as well as points can be as important to make the game flow well and be a challenge to all.

In a giant game of this kind you can feature either or both of the first two types of multi-player game. It's an unusual way to start learning a game, but the mechanics of the detail of combat between units is the same as normal, so there's no reason why a newcomer couldn't borrow a few units from someone and try their hand at command. Similarly, the veteran players could be given the forlorn hope and tasked with holding out for turns while the cavalry arrives in the form of his allies and their armies. You know the skills of your gaming buddies, so use that knowledge to cast the roles within the game accordingly.

Some pitfalls to be aware of and avoid:

Setting Up

Set aside lots of time to set up as well as play. Monster games take monster amounts of time to play, but don't forget the time to set up and pack away too. If you're lucky enough to be able to set up in advance and tear down later then you can play longer on the day. Whatever your circumstances, be aware that you'll need lots of prep time.

Playing Time

Keep things simple. Monster games have a nasty habit of running out of time before they reach a conclusion. This doesn't stop people having fun, but it's definitely much more fun if the battle reaches a climax and the final struggle is resolved on the tabletop. Don't add lots of extra rules, as these will slow things down even more. Even just moving this many models around takes a long time. Of course, using a timer will help here. You might want to have a bit of a practice with a timer first, as it can take a while just to push the armies about, never mind having any thinking time. As always with timers, you want people to feel a bit pressured, but it needs to still be fun! A final thought on playing time is that you could try playing over more than one day. This is often tricky because players have other commitments, but it never hurts to ask! A two-day battle takes away a lot of the pressure, and gives you that much more chance of fighting the game to some sort of natural conclusion.



SIEGE WARFARE

One of the more spectacular types of game is the siege. You've seen the movies and you can imagine the special effects budget. A cast of thousands makes up the waves of attackers swarming up the assault ladders only to be forced back by cauldrons of boiling oil. The battering ram of the advancing horde smashes time and again against the splintering wood of the mighty doors to the castle. Cut quickly to the castle grounds as the defenders frantically try to put out the fires from the burning fireballs launched by the massed war engines that surround their walls. And from those masses engines we follow the long, slow arc of giant boulders as they are launched at the defences, and see the defenders dodging the splintering shards of rock as the walls are smashed around them. It's all very cinematic and can look brilliant on the tabletop.

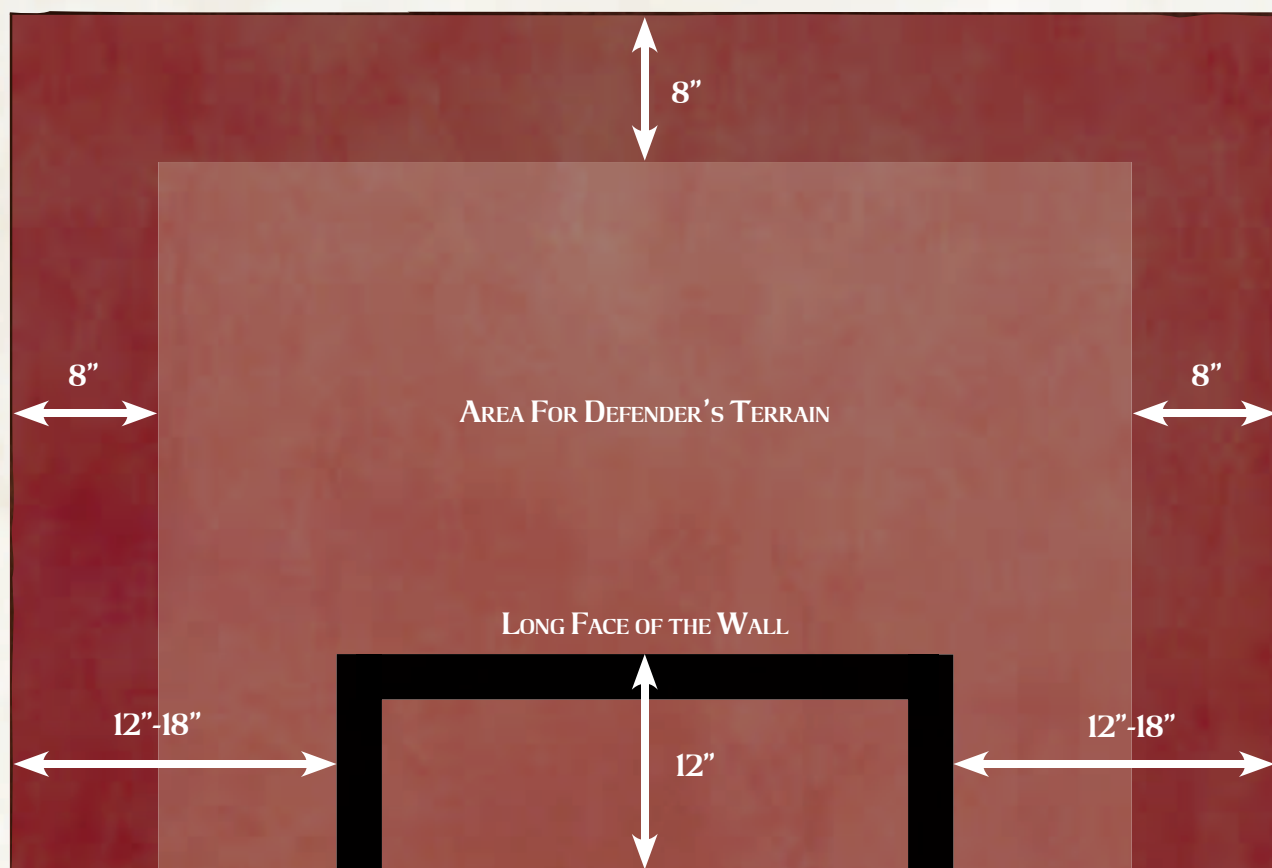
So how do we get this into our games of *Kings of War*? Well there are two ways: either as a stand-alone game or as part of a campaign. I'll come back to campaigns in the next section, but for now you just need to know that the actual tabletop battle is the same regardless of whether you are fighting the umpteenth grudge match over a hotly contested capital city in a campaign, or are just rolling a dice to see who defends the walls on a normal gaming night.

Before you start, you'll need some specific models. Exactly what, depends on what you "buy" for your besieged defenders or besieging attackers when you are working out your armies before the battle. Siege equipment is like everything else in the army and is chosen from a list.

The most important things you need are the walls, towers, palisades and gates of the town, city, fort or castle that is being besieged. You're not going to be able to put on a convincing siege without that. In addition the defenders might want cauldrons for boiling oil and a couple of additional types of area terrain to make the castle harder to approach. The attacker might want siege towers to push along, scaling ladders, battering rams and mantlets to give to his units, or braziers to use as markers for fire pots.

Sieges are usually fought on a 6x4 foot table, like normal *Kings of War* battles.

The following process is described for a stand-alone game. The differences for a campaign game are minimal and are covered in that section later. Mainly they are to do with how big the armies are.



Setting up a Siege Game

Decide between yourselves who will be the attacker and who will defend the walls, then choose your armies. The attacker gets 2,000 points to buy his army using the normal rules, the defender only 1,000. In addition, both players get a number of choices of siege equipment as described below.

When both armies have been chosen, the defender picks one long edge of the table and sets up his walls as shown on the map (left). This diagram shows the basic perimeter of the walls. Any towers, gates and so on are included as the walls are set up. Note that the main gate must be in the long face of the wall, facing the enemy. Any area terrain defences that have been bought by the defender are also set up now. These may be placed outside the walls but not within 8 inches of a table edge. Note that the inside of the walls is usually flat and open as it would be cleared in preparation for battle by the inhabitants.

Once the defences have been placed, the attacker deploys his army within 8 inches of the other long edge of the table. Finally, the defender deploys his troops on or within the walls, towers and keeps he is defending.

Turn Order & Game Duration

The attacker takes the first turn. The game lasts for a total of at least 14 turns (7 for each player). At the end of turn 14, the defender rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra turn and then the game ends.

Victory!

The attackers win if they have more points worth of units on or inside the walls than the defenders when the game ends. Any other result is a win for the defenders.

BUYING SIEGE EQUIPMENT

Both attacker and defender get to pick additional siege equipment on top of their normal units. The number of choices they can make from the following lists is based on the amount of solid units they have in their army, so choose the normal army first. Then, simply count the number of solid units. In addition to the hero and war engine allocation this entitles a player to, this also gives the player that many choices from the siege equipment list. Note that you can only buy pieces labelled Attacker or Defender as appropriate for your role. The defender gets enough wooden wall (called a palisade) to make the basic circuit shown on the map for free.

Each "section" of wall should be about a foot long. Depending on your model scenery you may need to be a bit flexible with the exact measurements. This is especially true when adding towers, gatehouses and so on as they seldom come in convenient sizes. Remember that you

Item	Side	Cost
Upgrade all the wooden palisade sections to stone walls	Defender	2
Upgrade a basic palisade or wall section to a main gate	Defender	2
Upgrade a basic palisade or wall section to a postern gate	Defender	1
Add buttresses to two basic stone wall sections	Defender	1
Wooden tower	Defender	1
Stone tower	Defender	2
Dwarf Minefield	Defender	2
Caltrops	Defender	1
Boiling Oil	Defender	1
Siege Tower (unit upgrade)	Attacker	2
Mantlets (unit upgrade)	Attacker	1
Battering Ram (unit upgrade)	Attacker	1
Scaling ladders and grappling hooks (unit upgrade)	Attacker	1
Fire pots (unit upgrade)	Attacker	1

both should enjoy the game, so try to be reasonable when interpreting the scenery, and that it's always better for the scenery to look good as well as being fun to play on.

Note that unless you have a good story to explain why, you may not have a mixture of stone and wooden defences.

Walkways

Regardless of what it is made of, a wall has a walkway around the top. This can take up to one unit of infantry or large infantry deep (including heroes on foot). The width of wall taken up by the units on the walkway is their normal frontage. Units can move onto, off and along this walkway with any movement order. Without scaling ladders the walkway may only be moved onto from inside the walls, not outside.

Models on a walkway count as in hard cover when being shot at from outside the defences.

Attacking the Defences Themselves

An attacker may try to smash the walls themselves rather than go over or around them. Each section of wall or separate tower or gatehouse has its own damage total and is attacked separately.



The process of attacking part of the defences is the same as attacking anything else with a couple of exceptions: what can attack and the results of the Nerve test.

Obviously, a sword or a spear is unlikely to make much impression on a 40-foot granite wall, nor are teeth and claws much threat. No, a model has to be particularly powerful to even have a chance of destroying fortifications. As you will see, the Defence value of fortifications is so high that only attacks with a high Piercing or Crushing Strength can damage them.

Nerve tests for defences could be called something more evocative, but work exactly the same with a roll plus the damage to date giving a result. These results are treated differently. A “wavering” result means that the defences are badly shaken and are especially vulnerable. However, the defenders will quickly shore them up with temporary battens and the moment will pass. If a section of defences suffers a second wavering result whilst one is already in effect (i.e. in the same turn) then it will collapse instead, just as if a “Rout” result had been rolled. The effects of wavering wear off after one turn as usual.

A “Rout” result means that the defences have collapsed and a breach has appeared in the wall. A breach destroys the section and any unit even partly in or on it. There are no ways to avoid being crushed to oblivion by a collapsing city wall or tower. Any unit within 6 inches of either side of the collapsing defences will take D6 hits from flying debris. Roll a Nerve test if any damage is caused.

Remove the destroyed section of wall, tower, etc and leave a gap in the wall. It looks better if you have thought about this in advance and have something you can use to show this breach rather than just leaving the bare tabletop. A piece of card with grey paint sponged onto it roughly will serve as a simple reminder that this is the rubble-choked hole where a wall once was rather than a neatly manicured path through a wall. Treat the rubble in the breach as difficult terrain.

Wooden Palisade

De 8+, Ne 15/19

Poorer or more primitive (or plain lazier) races use wooden stockades around their settlements instead of the more durable stone. This keeps the livestock in and the bulk of the rampaging wildlife outside well enough. However, when it comes to resisting a proper siege it just isn’t as effective as thick, stone walls. On the other hand, it is much more characterful for armies such as Orcs, so you may want to stick with it anyway and simply spend your defending siege choices elsewhere. It’s your decision.

Stone Walls

De 10+, Ne 18/22

Several feet of granite around a city gives the inhabitants a warm and cosy feeling of security and is the preferred option for most races. It does require a great deal of effort, though usually this is on the part of distant forbears rather than the current inhabitants, which makes things even better. Stone walls are far more resilient than wooden ones, though even these can be crushed in the end.

Main Gate Section

Palisade = De 8+, Ne 16/20; Wall = De 10+, Ne 20/24; Gate itself is De 8+, Ne 13/17

You must have one of these and cannot have more. The main entrance of a settlement is always the focus of heavily built defences. This is where the foe will probably try to break in, should he attack, and so the walls are a little thicker, the materials a little more carefully chosen. Extra positions are built to fight from and murder holes are placed above the entrance itself so that unwelcome visitors can be showered with unpleasantries. This is also the “face” of the settlement where most visitors see it for the first time, and so is a chance to make an impression of the strength, wealth or allegiance of the place. Consequently it may be painted or adorned with banners, trophies or statues to show the skill, taste and power of the owners.

Postern Gate

Palisade = De 8+, Ne 15/19; Wall = De 10+, Ne 18/22; Gate itself is De 8+, Ne 13/17

A postern gate, or sally port as it is also known, is a normal section of wall with a small gate or gates in it. These are used as a sort of back or side door to the castle and are intended partly as places to sally out of (hence their alternate name). They are often placed slightly out of the way so that defenders can sneak out of them with messages seeking aid, or in force to attack the enemy in the flank.

To move out of a postern gate a unit must start its turn touching the inner wall. Its whole move takes it through the wall to end up touching the outside by the gate. A postern gate cannot be opened from the outside by the enemy.





Buttresses

+2 to each Nerve threshold on the attached wall

Strengthening walls suddenly becomes a popular pastime the moment the enemy siege engines roll over the horizon. Buttresses are a cheaper alternative for councils seeking to strengthen a wall without rebuilding it completely. They add to the Nerve thresholds for the wall they are attached to and stand or fall with that. They cannot be targeted separately.

Tower

Wood = De 8+, Ne 18/22; Stone = De 10+, Ne 22/26

Towers are focal points for defences, situated at weak spots in the wall or simply at intervals along its length to provide fighting positions for the troops in time of war, or more practically as a place to live and sleep in time of peace. Towers are higher, more strongly built and usually project out from a wall so that troops on them can shoot attackers approaching the main wall.

A tower can hold a single unit of infantry and a single war engine on top. The unit inside is treated as if it was in a building (see earlier rules) when fighting enemy troops on the walkway of the walls adjoining it. They cannot be attacked from outside the wall. Units inside a tower may charge enemies on the adjacent walkways unlike troops in buildings. This

is because buildings are mainly makeshift defensive positions, whereas towers are an intrinsic part of a castle's defences and are intended to provide ports of refuge and places to sally out from to recapture lost positions on the walkways.

Dwarf Minefield

Me 3+, At 3, Crushing Strength 2, Blast D3

Not content with producing guns and cannons, the Dwarfs have explored various other means of using explosives on the battlefield.

This latest sneaky device is a booby trap triggered by a tripwire or level, cunningly engineered to ignore small creature such as mice or cats, but to set off the moment a goblin comes too near. The resulting explosion often triggers more of the devices in a rippling roar of shrapnel that can tear whole units apart in seconds. The Dwarfs do not emplace these expensive and rare devices often, and only then in locations of great importance and for their true allies.

Only Dwarfs or their allies can buy this item. Treat it as an area of dangerous terrain (see the rules above) no more than 6 inches by 6 inches.

Caltrops

Me 4+, At 5

The fear of enemy cavalry charges has driven warriors to invent these simple devices to help counter the enemy mounted troops. Caltrops are small metal spikes, so designed that whichever way they land there will be a spike pointing upwards. They are sown over an area of ground much as a peasant sows his crops, and cause all manner of mayhem and confusion when a cavalry unit rides over them, crippling and maiming the mounts.

For cavalry and large cavalry units, treat this as an area of dangerous terrain (see the rules above). The maximum size of a single piece of caltrop-strewn terrain is no more than 6 inches by 6 inches.

Other types of units are slow enough to be able to see the caltrops and avoid them, so treat the area as difficult rather than dangerous terrain for them.

Boiling Oil

Bubbling cauldrons of boiling water or oil line the battlements of many forts across Mantica, waiting for someone foolish enough to present himself below.

If a unit with boiling oil is on a walkway with an enemy unit touching the wall beneath then it may attack with the oil. Roll 10 dice and hit on 2+. Being liquid, it all but ignores armour so count the attack as *Crushing Strength 3*.

Boiling oil is one use only per game.

UNIT UPGRADES

These are items of equipment added to a particular unit. Some upgrades have one or more restrictions as to which units can carry them, usually to do with the unit size or type. In all cases, a unit may only have one upgrade.

A unit may not voluntarily abandon an upgrade during the game. If a unit routs then any upgrade it carries will be left on the battlefield at the point they fled. It may be picked up by another unit if this new unit fulfils the criteria to carry it and does not already have an upgrade.

Siege Tower

De 8+, Ne 10/14

The giant wooden towers are the ultimate in siege engines. They can conceal dozens of warriors and are built to withstand almost as much punishment as the castle itself.

The unit that the siege engine is attached to is responsible for pushing it up to the enemy walls. It can defend itself if attacked, but the only order it can be given is advance.

The siege engine has other features. Firstly it can carry other units. At the start of the game you may nominate one war engine from your army to ride along on the top of the tower. This war engine cannot leave the siege engine. In addition, one more unit of infantry (containing no more models than the unit pushing the siege engine started with) can be carried. This unit hides safely inside the siege engine and cannot be targeted by enemy shooting until it reveals itself. When the siege engine is touching the enemy wall the hidden unit may drop the drawbridge at the top and move onto the walkway on top of the wall to attack the enemy there as normal (i.e. without the penalty for fighting up a ladder).

If the siege engine is touching a wall then friendly units may use it as a giant scaling ladder.

Mantlets

These are portable wooden shields for the unit to gain some protection from whilst it approaches the walls under a constant hail of enemy missiles. A unit with a mantlet counts as being in cover, but cannot move at the double until they abandon their mantlets.

Battering Ram

Me 4+, At 1, Crushing Strength 3

Traditionally, the battering ram is a tree trunk with a bronze ram's head at the business end. This metal tip causes extra damage and protects the ram itself from shattering. A battering ram is carried by a crowd of warriors who swing it together to smash the door or wall of a castle. A unit with a battering ram can use it to attack a wall, gate, tower or other enemy fortification it is in contact with.

Scaling Ladders

However ramshackle and crude they may appear, scaling ladders are an essential part of a besieger's arsenal. They are cheap to make and are easily replaced if, as often happens, they are broken in the assault. The unit carries many ladders and will need to rush forwards to set them up and swarm up the walls using them.

If a unit carrying scaling ladders touches the wall they can set them up. Place the ladder models against the wall to show this. The ladders can scale a normal wall section or a postern gate section. They may not scale towers or main gates. When a set of ladders has been placed, then any friendly unit may use them to move up the walls. If the unit that carried them dies the ladders simply remain in place against the wall. A unit cannot set up the ladders and attack a unit on the walkway in the same turn.



If a unit is in contact with a wall that has scaling ladders on it, and an enemy unit is on the walkway above it, then the unit may attack. This is worked out as normal, but with half the normal number of attack dice. The target also counts as defending an obstacle. It's hard to fight when you're trying not to fall to your death!

Assume that the attackers are on the ladders while they attack. If they fail to break the defenders then they will go back down again. Leave the unit touching the base of the wall. The enemy is not obliged to countercharge down the ladders. That would be silly! They may shoot the enemy below them if they have missile weapons, or drop boiling oil on them if they have that siege equipment. Otherwise they must simply wait and try to repel the attackers if they try again or they can attempt to push the scaling ladders down.

If they want to do so, order them to Move at the double. The unit does not move at all from its position on the walkway, but it rolls a die. On a 4+, the ladders have been pushed down and the attacking unit must spend another turn to set them up again.

Fire Pots

Stone is no good at burning, which is a major reason why such walls are preferred. Any part of a wooden fortification can be burned. In a stone fortress only the gates can be set ablaze.

Fire pots are one use only per game. A unit with fire pots must move into contact with what it wants to set on fire. Then, at the end of the attacker's turn, roll a D3. This is how many fire points the fire starts with. Each fire point causes 1 damage to the object that has been set ablaze – immediately test for its Nerve as normal. At the end of each of the attacker's turns, roll another D3 and add it to the total fire points of the blaze and test for Nerve once again. When the target of the blaze has been destroyed, then the fire will go out on its own as there is no fuel left to support it.

A defending unit can try to put out a fire by spending its turn in contact with the section that is on fire and doing nothing else. Roll 1D3 per unit fighting the fire and reduce the number of fire points in the blaze. If the blaze is brought to zero fire points, it has been put out for the rest of the game.



THE FALL OF IRONHOLD BRIDGE

Over the centuries, countless warriors and battle kings have fallen before the Undead Legions of Mhorgoth the Faceless, but perhaps none has been lamented more than the famed Dwarf hero King Thorrick Rockfist of the Free Clans, who fell during the Battle of Ironhold Bridge. His death occurred at the climax of the decisive battle in a war that was waged for almost two hundred years, mostly fought deep underground, far beneath the Ice Peak mountains.

For almost two centuries King Thorrick Rockfist held back the relentless advance of the Mhorgoth's Undead legions. He was an inspiration to his people, a tireless and brilliant strategist who fought always in the front line of battle. He slew two of Mhorgoth's chief lieutenants in personal combat – Azaroth the Black and the Lamentor – and won the decisive battle of Deep Chasm after fighting without rest for three solid days.

Enraged by the doughty mountain-folk who bared his advance into the Eastern Reaches, Mhorgoth threw his Legions against Thorrick time and again, slowly wearing down the Dwarf armies over the passing centuries through attrition. The final, climactic battle took place at the very gates of the mountain king's subterranean city, upon the titanic Ironhold Bridge.

Ten-thousand Undead marched across the bridge to meet the battle king's royal guard, and Mhorgoth himself stalked forward in the centre of the legions, determined to see the mountain king fall. Thousands of the living dead were destroyed as war machines and missile fire tore through their ranks, but so great was Mhorgoth's power, enhanced by the Blood Stones that he had uncovered in the Deepening Paths, that the Undead rose again as quickly as they were destroyed.

The two armies clashed in the centre of the bridge, while superheated lava flowed hundreds of feet below. The armoured Revenant elite of the Mhorgoth's force – the Immortals – were at the forefront of the battle, and they hammered at the Dwarf shield wall, hatred burning coldly in their hollow chests. And while few Dwarfs fell in those first hours of battle, every Dwarf lost was a cause of great mourning. Fuelled by hatred and uncaring of the losses his army was suffering, the dread Necromancer drove his forces against the Dwarf king again and again, all the while weathering the storm of missile fire that pummelled his army from the Dwarf city's great walls.

The day seemed to be turning for the Dwarfs, and it seemed that yet another great victory was to be won by King Thorrick Rockfist. However, Mhorgoth's

hatred was bottomless, and he summoned all his strength for one terrible spell.

Arms outstretched, the twisted Necromancer rose into the air, energy sparking from his eyes and his fingertips. Reaching out with all his power, he closed it around the Dwarf army like a cage. The great braziers astride the bridge darkened, and even the hellish light from the lava flow far below seemed to dim.

As the foul sorcery gripped every Dwarf fighter, the army of King Thorrick began to age, slowly at first, but then with alarming speed. Every one of the mountain folk upon the bridge aged hundreds of years in seconds, their flesh wrinkling, their hair and beards turning white, and their bones turning brittle. Their muscles weakened, and their eyes grew milky and blind. Only King Thorrick himself was immune, protected as he was by the enchanted Crown of Stone, and he bellowed his fury and outrage as his loyal warriors withered and aged all around him. Mhorgoth ordered his army forward

However, the Dwarf King, ever the strategist, had one final and desperate ploy to save his city. With a rumble of thunder, explosions ripped along the underside of the ancient Ironhold Bridge, sending it, and over five thousand Undead warriors, plunging into the lava flow below.

Mhorgoth himself, however, did not fall. Held aloft by the power of his sorcery, he remained hovering in mid-air. A thousand crossbow quarrels were fired towards him, but all caught fire and were reduced to ash mere feet before striking him, and with hatred in his corrupt heart, he summoned his power for one final spell.

Though he could not harm King Thorrick directly through his sorcery, Mhorgoth reached out and forced the king's dead bodyguard to stumble to their feet and turn upon their lord and king. They closed in around Thorrick, and while he felled a dozen of them with his rune-encrusted hammer, he was eventually overpowered. With Mhorgoth's laughter booming through the cavern, the king was lifted from his feet and hurled into the lava flow. Thus was the battle of Ironhold Bridge won, and the Dwarf race mourned the passing of a great king.

In the days that followed, Mhorgoth summoned a bridge of bone to span the gap where the Ironhold Bridge once stood, and his depleted Legions sacked the great Dwarf city, killing every last inhabitant. Hundreds of years later, its once proud halls remain empty and haunted, filled only with bones, fading memories of better times, and lingering spirits.

CAMPAIGNS

What do I mean by a campaign? It's a broad and complex subject, but as a quick overview we can define a campaign as a series of tabletop battles that are linked together to form a story. This story, in turn, drives the tabletop battles and gives them a wider context: the battles and the backstory feeding each other. In a campaign there are consequences of winning and losing an individual battle beyond the immediate bragging rights: armies have to fall back as territory is captured, cities are besieged and fall and individual units become veterans or gain reputations for cowardice and incompetence. Campaigns often include the idea of capturing territory; so successful generals control more of the map and sometimes have more armies because of this. They also become more of a target for the rest of the players. A campaign is generally run in a series of turns with the campaign turns of grand strategy being played out on a map and alternating with battles fought out with models on a tabletop.

In some ways, one can look at the campaign as the pinnacle of tabletop war games, combining all the many facets of gaming into one continuous and interrelated whole. And when it is done well and works smoothly it can indeed be an amazing experience and one that the players will talk about for many years. Unfortunately, many campaigns fail to live up to this possibility for one

reason or another. This is a real shame as it puts people off trying, when it is, in fact, not the hidden and secret art it may at first appear to be. Running a good campaign requires a lot of effort, but the rewards are worth it. As with many things, you get out what you put in.

So what does that mean in a practical sense? Well the best way to explain is to give you a set of campaign rules to use as a starting point and let you have a go yourself. Bear that in mind from the outset – these are only a starting point. Campaigns, more than any other aspect of gaming, are best when tailored to the gaming group involved. Feel free to add, remove or otherwise tinker and change any aspect of these rules in order to get a game that suits you and your fellow gamers better. This applies most obviously to the collections of miniatures and scenery you have available, as well as the time and space you have to game in. If I said that the campaign finale has to be a 10 player game on a 12 foot table you may simply not have either that many players or that large a space. Does that mean that you can't play a campaign? Of course not! Change what you need to fit what you have and what you enjoy. It's your game, so embrace it. There is no wrong or right answer to running a campaign, and your sole guide should be the idea that having more fun is better than having less.



In the end, what tells you whether your campaign was a success or not is when people come to you and ask when the next one is.

I'll start then with some ideas, common problems and general suggestions and leave the rules till the end. After all, the rules are pointless if you can't organise the thing and your players get bored and wander off half way through.

What's a Campaign For?

In one sense, the purpose of a campaign is simply to offer another fun way of playing games with model soldiers. From another viewpoint you could say that a campaign is really a means to put the battles you fight on the tabletop into a wider context. Why are you ambushing the enemy? Why isn't he ambushing you? If you fight a meeting engagement then where were you both going? How did you outflank the foe? Why are those two armies allied? You get the idea.

While you can always just make up a bit of background story to explain any battle, it's more fun to have it evolve in front of your eyes as the results of actions chosen by a group of players, each vying for domination of the whole world... *muahahahaa!*

Setting up a Campaign

There are myriad possible permutations for this process. This is a simple set of basics for you to start with. As you become more familiar and more confident in running campaigns you can add complexity and elaborate in the areas that appeal to you and your players. Be aware though that one of the most common causes of failed campaigns is the organiser and/or the players overreaching themselves and being overambitious with their aims. It's not bad to aim high, but you do make things harder and more prone to fail if you try to include all the cool options at once in your first attempt.

Anyway, enough cautions. How do you set up a campaign?

- Decide who is going to run the campaign (the campaign organiser). All the following steps are done by this noble and selfless individual.
- Sort out/draw up a map.
- Decide on the campaign victory conditions.
- Ask your friends/advertise/conduct a séance to decide who will be playing.
- Tell everyone how long you think the campaign will last and what the victory conditions are. Explain what size armies (and anything else) people will need, detail any specific rules and ensure that your players all agree that this is reasonable, attainable and sounds like fun.

- Get each player to pick their armies and write down their troops' starting positions.
- Start the first turn.

Do You Need a Campaign Organiser?

The short answer is yes. You need someone to keep things moving along smoothly, whether they're called a game master, referee, campaign organiser, or other similar name. This is seen by some as a bit of a thankless task. It certainly can be a lot of work, though it doesn't have to be onerous if you're well organised. Perhaps the most difficult thing is dealing with awkward players, but we'll come to that later.



Being a campaign organiser (as I'll call them) can also be a very rewarding role. This is especially true if you run a successful campaign, though even in an ultimately failing one there are often flashes of how good it can be.

So what does a campaign organiser actually do? Well, if you've ever played a role-playing game, they are a bit like a games master or dungeon master in one of those: they organise the world and keep everything running smoothly. They coordinate the games and the results of battles so that people know who is winning and losing; they chivvy players along when they need chivvying; and they get to take the credit whether it goes well or not. Some of their work is administrative record-keeping, other parts may involve flashes of creative genius or a flair for showmanship. No two campaign organisers are the same, and each campaign is in some ways a reflection of the organiser behind it.

Should the Game Organiser Play?

I tend to be the one that does the organising, and I want to play as well, so the rules allow for this. However, not everyone does and there is no need to. If your campaign rules require a degree of interpretation or secrecy then it's not very fair for you to know all that and take part as well. It's really down to what you want to do and what's reasonable with the rules you've got. In the end, the campaign organiser has to be impartial and he can only be that if the rules allow him to be on an equal footing with the other players.



Know the End Before You Start

We haven't even got to the rules yet, and I'm talking about the end. Well that's because it's vital. Whilst people might say they like the idea of a fully immersive and fluid environment to game in, with endless options and an open story arc, in reality people like goals and to know what they're aiming at. A simply defined goal is a clear way to let the players know what they need to do and to give their actions purpose. Examples are things like capturing another player's capital city, winning a certain number of battles, upgrading a certain number of units, and so on. You can do it the other way too, with a time limit instead of a task to complete. For example, you could play for a campaign year and see who has won when the armies go into winter quarters. Exactly what you set as the campaign goal isn't as important as everyone knowing what it is.

There is one golden rule: it's always better to end when the players want more than when the campaign is dying on its feet. When in doubt, shorter is better. If your campaign was successful you can always run another.

Keeping Everyone Involved

One of the hardest things to do is to keep everyone focussed and fighting out the tabletop battles. We gamers are a flighty lot, and are easily distracted by shiny new toys. These days there is no shortage of new games and new model ranges to tempt gamers away from the campaign you're trying to run, and few players have had the experience of what a really good campaign is like and so don't know what they're missing if they wander off. As the campaign organiser,

it's down to you to maintain the player's focus. So how do you do this?

You start at the beginning with the players. You know these individuals better than I do. Ask yourself - can you rely on them? When someone asks if they can join your campaign, you should consider whether they are likely to stay involved or drift off. Excluding players may sound harsh, but if one player drops out they can spoil the thing for half a dozen others, so it's really not nearly as unfair to the one that is refused as it is for the rest. It's worth impressing on players that they're letting everyone else down if they don't play the games in a timely manner. Peer pressure is a wonderful thing at times.

Be realistic. Depending on the ages and responsibilities of your players you may need to give them more or less time to organise and play their tabletop games. Typically, a campaign is set up so that players decide what they are going to do on the map, who they will send armies to attack and so on. The organiser then works out who needs to fight who to resolve this and then players are given a period of time to get these battles done on the tabletop. You need to be aware of your player's commitments. If you are all at school and it's the summer holidays, or students with time to spare, you can make this gap very short. If everyone has a job, children and other commitments then one game a week or less may be all they can manage. In either case it is always a good idea to be responsive to the actions of the campaign. Perhaps there are few battles this turn and the people involved are quick to get their games done. Maybe you can do the next turn quickly. If you have the other end of the possibilities then you may have more than one game for several players, and need to give them a little longer than usual. You need to try and strike a balance between long enough to get the games played, and so long that players who aren't busy get bored and wander off. It's a new challenge each turn, and a central one to the success or failure of the campaign as a whole.

One trick that I've seen used to advantage is to allow people to stand in and fight each other's battles. This can be on an entirely ad hoc basis, or you could nominate another player as a subordinate general and only they can fight for you. This can be an option for letting those players who aren't in the campaign full time get involved on a "per game" basis. Whether this would work depends on your mix of players, and it may not be necessary at all. In either case, it can be a pitfall where a lazy general simply lets his subordinates do all the fighting for him. For this reason it is common for subordinate generals to have some form of disadvantage in game terms. Exactly what this is depends on how punitive you feel you need to be, but examples could be smaller points sizes, restrictions on certain elite troop types, less inspiring leaders, and so on.

In the end, however you do it, the campaign organiser needs to keep people focussed and enthused with the campaign. Playing in a campaign is not a duty, it's supposed to be fun, so keep it that way. Perhaps the most common failing here is being overambitious with your campaign. I've said it before, but it's very much worth repeating: it's far better to run a successful short campaign, than a grandiose and hugely involved extravaganza which drifts off into tedium and abandonment after two weeks. A successful campaign makes people want to try again, gives the organiser confidence and can be built upon by all. Players who learn how brilliant a well-run campaign can be will be more willing to put their own effort into taking part in another. So start small and controlled, and build up gradually.

What If Someone Drops Out?

It happens to everyone. Life throws you a curve ball and it's no longer possible to play when you need to. Whose fault it is doesn't matter: what's important is how can you keep everything running smoothly so that everyone else in the campaign can carry on?

Forewarned is forearmed. When you start the campaign, have a plan in place for what happens if someone pulls out. Actually, it's far more likely that they'll simply stop playing the games and not tell you that they're stopping, and you will have to draw the line yourself. You can let people use proxies and subordinate commanders if you want to. I have been in the situation where I've run a few successful campaigns for a gaming group and had eager substitutes who would take over the retiring player's position entirely, but that relies on building up a reputation and you don't

start with that. If you haven't been taking part yourself then perhaps you could take over here – at least for a time. A common alternative is to declare the power neutral. After all, in the real (fantasy) world, kings die and dictators are deposed. Who's to say that their ruler has not been assassinated and a period of reorganisation halts their march of conquest? Perhaps they are now only fighting in their own defence and are easy pickings.

Newsletters and Other Gubbins

Some campaign organisers like to write newsletters to keep everyone informed. These days these could be group e-mails, or even a website or a blog for the campaign. These are lovely, but are something of a distraction. I'd suggest keeping things simple to start with. You can always add all manner of bells and whistles later, once you've got the basics in place and have a group of players who are keen and keep the whole thing on track. Of course, you don't have to start with these or even tell folk you're intending to do one. You could start a simple campaign and then write a little newsletter to email round to the players if something particularly interesting happens or if you have the time.

Prizes are another thing you sometimes see in campaigns. Personally, I don't think they should be necessary as a well-run campaign is such a great reward in itself. However, if your campaign has a clear goal then you could club together to get a prize for whoever wins. This is most simply done by asking everyone for a small amount of money to play, pointing out to them that this is not your pay, but is going into a pot for the prize (and make sure that it really is).



CAMPAIGN RULES

The following system is not the only way you can play campaign games; not by a long chalk. There are loads of intriguing permutations and options, some of which I will mention in passing. However, what follows is a practical system and will form a solid basis on which to build more elaborate structures should you choose to do so. Feel free to pop over to the Mantic forums and let us know if you run a campaign. We're always interested to hear your feedback on this and any other *Kings of War* issues.

A Map

The best first step is to sort out a map. This is the ground over which your campaign will be fought. Pretty much any campaign has a map of some sort or other.

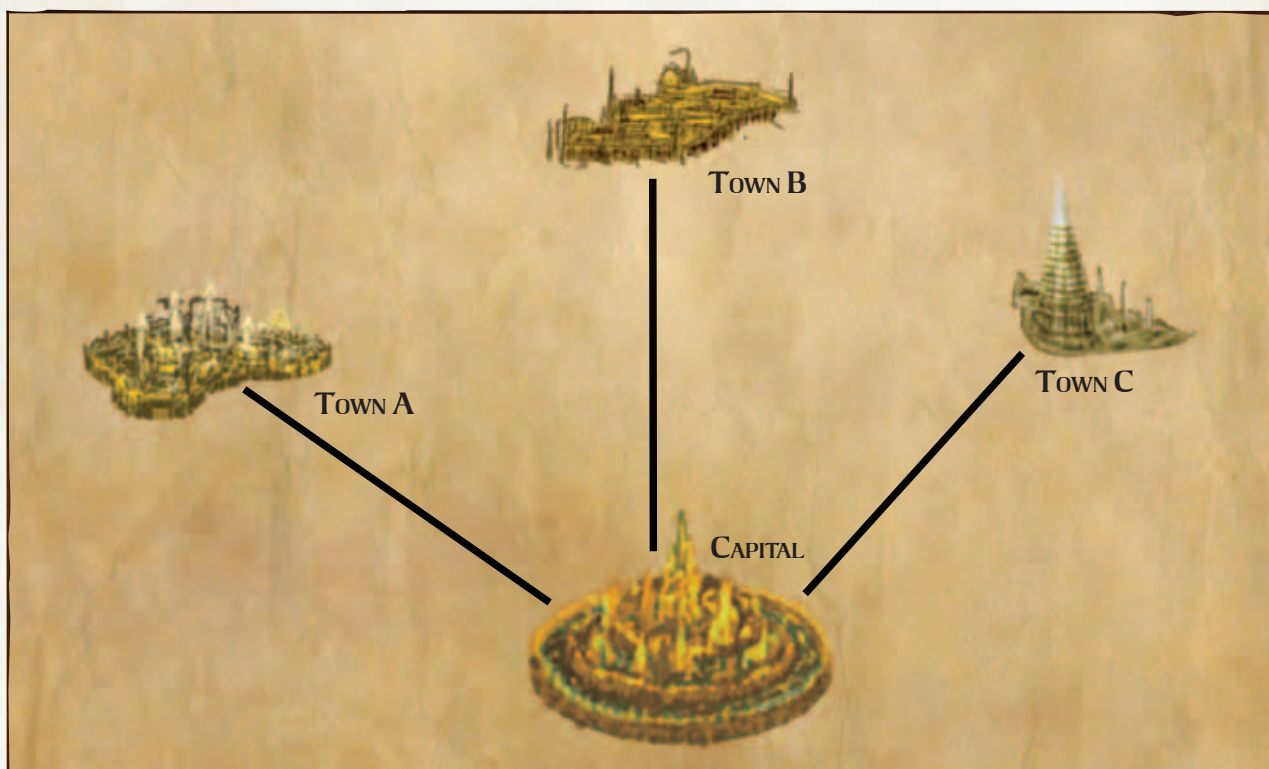
For this campaign we are going to use an abstract map as this has a number of advantages. By "abstract" I mean that this doesn't literally represent the borders and exact locations of the cities and fortresses of each player relative to one another. Maps that do this are great and can provide a background for excellent campaigns. In fact, I'd recommend them as something to aim for. However, for the beginner at campaign organising they offer a number of additional hurdles and complications. The main one is that people can't just pick on who they want, and some players find this frustrating. It can be

particularly problematic if a player is next to someone they find hard to beat and keep losing. Whilst this may be all very "realistic", it's not always as much fun, and a simple campaign won't have the elaborate systems of covert actions, skulduggery and secret alliances which might better cope with this geographical misfortune. So, we use an abstract map.

This abstract map is very simple. Each player has a capital city and 1, 2, or 3 towns, depending on how big a campaign you want. As long as each player starts with the same number you'll be fine. Usually the objective of the game is to capture one (or more) enemy capitals.

In order to attack an enemy capital you must first capture one or more of his towns so that you have a safe route to supply your army when they besiege his capital. We'll come back to how you actually capture a town later. Note that you must hold the town yourself. If other people have captured them, or if you subsequently lose control of it, then you have to lift your siege of the capital so you can go back and protect your lines of supply.

In this system of mapping, we only need to imagine each player's territory individually, not altogether. This makes things very simple as you can see in this picture, especially as I've gone for only a single town each:



“Town A” and “Capital” aren’t very evocative names, and I’d suggest that you think of something more characterful for your maps. You can try getting the players to think of their own names, but this usually ends up with some very silly ones. Of course, this does depend on who you’re playing with.

So, if we decide that the first player to capture an enemy capital is the winner then that’s pretty straightforward. Everyone can understand that and see what they need to do in order to achieve it.

Initial Positions

Once you have got your map ready then each player needs to secretly allocate his troops (in the form of points) to each town, city and field army. A field army can sit alongside a town or city in the same space. So with a 1 town map, you have 4 possible places to allocate troops: a garrison for your town, another for your capital and a maximum of 2 field armies. However, you don’t have enough warriors to fill all of these options, so you will have to make the first of your difficult command decisions.

Each player starts the campaign with 3,000 points worth of troops to allocate, up to 2,000 of which can be in a single field army. The minimum size for a field army is 1,500 points. A town or city will need a garrison of at least 500 points to even attempt to defend itself, but can hold as much more as you like. This (maximum) total and these limitations apply for the whole campaign, not just at the start:

- **Field army:** 1,500 to 3,000 points.
- **Garrison:** 500 to 1,000 points.

If an army or garrison falls below these limits after it has rolled to recover battle losses then it is disbanded and the survivors return to their own capital to reorganise. This is the only exception to the minimum and maximum for garrisons as the capital holds any leftover units and may therefore be of any size.

So, with 3,000 points I could have, for example, two minimum sized field armies, one massive one or a single 2,000 point army with 500 points of garrison in each of my town and capital.

When everyone has written down where their points are allocated then you can reveal them to each other. Perhaps you’ll want to have a master map with all this written on. It’s certainly a good way for the campaign organiser to keep track of things.

Of course, if your players all have much larger armies than this then you could make the points limits larger. This set of values allows for relatively new player to join in, but you know your players. How big are their armies? Do they regularly play 5,000 point games or



do they prefer 2,000? Tailor your campaign to suit their preferences.

So What Units are in Each Army?

You only need to write an exact army list for a garrison or field army the first time it gets into a tabletop battle. Until that point the fog of war allows you to chop and change your ideas about what you might include, and if you paint up a new unit after the campaign starts then you can still use it in your armies if it has not yet fought.

After your initial battle, the survivors of this army list will continue to form that garrison or field army. You can make changes and recruit more, but you can’t just change your mind at will.

As a side note, there is another option you could consider here. If you want maximum flexibility for the players then simply track how many points each army is worth. Recover losses and so on as normal, but then just reduce the survivors to their points value again and when you next need to fight you are free to write your army list as you choose. This is less realistic, but you may be more concerned with the freedom to pick a different army each time. The downside of this approach is that it’s even more abstract and the idea of gaining experience is lost (because individual units don’t persist from battle to battle).



Campaign Turns

Our campaign will alternatively have campaign turns and battle turns. In a campaign turn you decide what you're going to do in a grand strategic sense, moving armies around a map. In a battle turn you must fight any battles you find yourself involved in as tabletop games of *Kings of War*. The results of these tabletop clashes will decide who advances and who retreats on the map.

Each campaign turn is a month of game time (though you can play it in a day, week or a real world month as suits you and your players).

In each campaign turn you can give one order to each field army. Garrison forces stay where they are and simply hope that an enemy force doesn't march over the horizon that month. Your order can be one of three things:

- **Hold.** The army remains where it is and does nothing.
- **March!** Simply write down secretly the place to which you want that army to march. Remember that it cannot go to an enemy capital until you control their town. Apart from that you can march anywhere.
- **Rest.** The army tries to rebuild its strength after a battle, or simply sends out messengers to recruit likely lads from the surrounding area.

Write your orders down secretly on a bit of paper and fold it up. When everyone has written their orders, the campaign organiser collects them up and puts them in a hat (horned helmet, skull, or whatever is to hand). He then draws them out, one at a time, resolving each on the master map as he goes. Usually this only takes a few minutes and can be quite exciting, so is well worth doing when everyone is there. If the campaign organiser is playing as well then he should write his orders on a piece of paper just like everyone else. In this case he may want to get different players or perhaps neutral bystanders (this bit often attracts other gamers if you are at a club) to draw the sets of orders.

There are a number of things that can happen with the orders. They are resolved in sequence, and the order in which they are drawn can change the outcomes of your plans.

Start with the first set of orders. As you resolve each set of orders, mark locations of battles on the master map so that you know who needs to resolve a tabletop battle before the next campaign turn. You may want to use counters, dice or spare models for this. Resolve the orders as follows:

- **Hold:** The army stays where it is and does nothing.
- **March!** If the army has not already been engaged in a battle by an enemy army then move it into the area it has been ordered to march to. If the army moves into a new area, what happens depends on what that area contains:

Nothing: the marching army captures that location including the undefended town or capital which opens its gates rather than fight an unwinnable battle. Mark the new allegiance on the map.

A battle (normal or siege): the commander of the marching army can decide to either intervene or fall back.

If he intervenes then he must decide whose side he will fight on. His army will arrive on a random flank edge on turn D3+2 of the battle. He can fight alongside or against either or both of the armies already involved. A battle can have up to 2 others intervening (one on each flank). If a third additional army arrives it must fall back.

If he falls back he simply returns to the location he started in. This is just like arriving in an empty location.

An enemy army: fight a battle. This cancels any unresolved order that an army in that area had. If an enemy garrison is present as well as an enemy army then fight the army in a normal battle.

An enemy garrison: fight a battle (siege).

- **Rest:** the army rolls 1D6 per 100 points (or part) that that player is below his 3,000 total for all his armies and garrisons combined. The army's current location alters its chances of finding suitable recruits as follows:

Own capital: 2+

Own town: 3+

Captured town: 5+

Each successful roll gains 100 points for that army to spend immediately on new unit(s). Any unspent points are lost. Add the new unit(s) to that army's roster.

In addition to the above, as long as there is no battle in the area at that point, if an army shares a space with a friendly town or city then it may drop off or pick up as many points/units as it chooses. Do this after the army has rolled for resting, if appropriate. Just swap the points/units from one list to the other, remembering to keep within the allowed maximums and minimums.

Neither can voluntarily be reduced below the minimum size allowed.

Results of Battle

The losing army must retreat, as must an army that intervened. Where it goes depends on where it can be safe. Go down the following list until it finds somewhere to retreat to. The retreating player gets to choose if there are several equal options.

- A location owned by the player containing a friendly army or garrison (not one with a battle in).
- An empty location owned by the player.
- The player's capital. If this is currently being attacked then the retreating army may still be added to the capital's garrison after the fight is resolved, but it will not be allowed to recover losses.

LORD MALAK, VAMPIRE CASTELLAN OF DOL ERAGOS

For over four centuries Lord Malak has ruled the Shadowlands from the dark fortress of Dol Eragos, high in the Knifepeak Mountains in the Young Kingdoms. A tall and imposing warrior with eyes as fierce as a savage wolf, Lord Malak is a warrior beyond compare. Preternaturally fast, quicker even than the Elves of the forest, and with the strength of ten men, Malak has never been bested in single combat. Riding his savage winged hellsteed Malice, he leads his armies of Undeath down from his mountain fastness in terrible rampages, leaving nothing living in his wake.

Once, Dol Eragos was renowned for the fairness of its rule, yet under Lord Malak it has become synonymous with savagery, depravity and evil. Warriors long dead man the battlements, and thousands of bodies impaled on spikes line the approach to its drawbridge. Blood-curdling screams can be heard echoing from the castle in the dead of night, and those who are dragged there by the dark knights of Dol Eragos are never seen again.

In his youth, Malak was sent eastward by his father at the head of a large crusade of knights to restore order to the hinterlands beyond the Rhovan Forest. Heavily outnumbered and facing ever increasing rebellion, Malak nevertheless conducted a masterly campaign, piling on the victories as the years passed. Malak's father, however, grew disturbed by rumours of his son's increasing savagery, culminating in the execution of over twelve thousand men, women and children in one terrible night of blood. It was said that Malak led the slaughter, roaring like a beast as raced through the



streets, drenched from head to toe in blood. Malak's father called him home in consternation, hoping the rumours were exaggerated. What he discovered, however, was that Malak was no longer the son that he knew.

At some point in his time in the east, Malak had been embraced into darkness, becoming a creature of the night; a blood-sucking Vampire. Upon his return home to Dol Eragos, his father was horrified at what he had become. Malak drained the blood from his own father and threw his corpse from the battlements, before slaughtering all of his father's personal guard. None of them could match his swordsmanship, and his strength was far beyond that of any man. Within the hour, he had killed over three hundred men. He was now the castellan of Dol Eragos, and a new dawn of terror had begun.



Recovering Losses After a Battle

This is done after you look at the map and work out where you can retreat to. However, it's best if you can do this with the models still on the table after the battle, before you pack away. The same is true for working out experience (below). It's not essential, but it means you can tell at a glance who survived and who didn't without having to write things down or try to remember them.

Units that remained on the table at the end are assumed to be able to replace their losses with stragglers and returning lightly injured. They will fight at full effect in their next battle.

Units from both sides that were routed in a battle may not be able to recover from their crushing defeat and may be so demoralised that they are disbanded. Determining this is best done with the models still on the table to save on having to remember or write things down. Both players should roll a D6 for each such unit, telling their opponent which unit they are rolling for as they do so.

D6 Score Result

- | | |
|-----|--|
| 1-2 | The unit has sustained too many casualties to be reformed. Remove it from your army roster. |
| 3-4 | A grizzled veteran manages to round up enough of the injured and stragglers to form a semblance of a unit, but it will never be the same again. It is reduced to the next smaller sized version of the same type of troops. If there is no smaller size then it is disbanded as 1-2 above. |

- 5-6 After some heroic shouting on the part of the unit leaders, the unit reforms. The shame-faced and dazed troopers look a mess, but they will quickly recover and the unit will fight at full effect in the next battle.

Experience & Reward

So far we have looked at the defeated units and how much they suffer. Units that survive the battle on both sides will have learned valuable lessons and earned the right to tell tall tales over a pint in their village alehouse.

- Each unit that survives on the **winning** side gets 1 point of experience.
- Each unit that survives on the **losing** side gets 2 points of experience. Yes, that's right. You get more experience if more things go wrong.

You will need to keep track of this experience on your army roster.

When a unit has gained enough experience to have 1 point per 100 points it is worth then it gains the Elite special rule. So, for example, a troop of Elven Palace Guard is worth only 35 points so will gain Elite status after a single battle, win or lose. On the other hand, a Sea Guard Horde from the same army is worth 380 points and will therefore need 4 points of experience to earn that skill.

If you have run a campaign or two before, or are especially ambitious, you could easily expand on this simple experience system. For example, you could decide that Elite is not the only skill a unit can have. Perhaps you will let a unit have a skill every time it accumulates enough experience, getting Elite the first time, Vicious the second, an extra point of Nerve the third, and so on.

If you're feeling especially masochistic you could devise some tables for the veteran units to roll on when they qualify for an upgrade, or even allow them to choose. These alternatives are listed here in increasing order of likelihood to cause problems and create extra work for the campaign organiser, so consider yourself warned.

As in most of the things listed in this section, I'd encourage you to start simple and get some experience of running a basic version before you try to add all the bells and whistles, exciting as they may seem. You are far more likely to get players wanting to have another go at campaign games if you serve them up a success the first time, even if it is a simple one. Building on this will be a lot easier than convincing your players that the failed experiment is worth trying again.

Wrapping Up a Campaign

If you have a simple set of victory conditions, such as the capture of a single capital, then the campaign will end in a similarly simple fashion when someone fulfils them. At this point it's always a good idea to get everyone together to tell them the news and congratulate the winner. If there is a prize then you can award that too.

This is also a great time to get some feedback on what worked and what didn't so that your next campaign can be even better. Did the players have a fun time? Would they do it again? Which bits worked really well

or didn't work at all? Are there rules that need to be expanded or simplified (or abandoned)? In general, how could it be improved?

You'll probably want to leave a gap before you start again, so you have a bit of thinking and planning time. Soon though, a successful campaign organiser will start to get enquiries from the players about when the next one might start, and new folk will hear the stories and will yearn to have that experience themselves. You cannot rest on your laurels whilst eager generals champ at the bit! Up now, there is work to be done!



FORCE LISTS





DWARFS

Dwarfs are an ancient people, their civilisation second only in age to that of the Elves. For all their history, the Dwarfs have dwelled in halls under the earth, carving out a large subterranean empire beneath the feet of the surface peoples who remain largely ignorant of the true extent of the Dwarfs' realm.

Tenacious, hardy and determined, an average Dwarf stands only as high as the shoulder of a man, yet they are far more massive, broad across the back and heavy-skulled. The hands of a Dwarf are wide, with strong fingers whose thickness belies their dexterity. Their hair tends toward the red, from a deep russet brown to flaming orange. Their heads are set forward from their shoulders, giving them a downward facing countenance that other races unkindly say comes from the Dwarfs' never-ending search for gold (those unkinders still say that it is to prevent the Dwarf tripping over his large feet, while the unkindest yet whisper it is because Dwarfs bear such enormous chips on their shoulders). Their flinty brows, small glittering eyes

and hawkish noses speak volumes about the Dwarf character – suspicious and insular. Dwarfs do not offer their friendship easily, and are widely mistrusted for it. However, once a dwarf does become a friend, he will prove a great ally indeed.

Dwarfs are stolid and unyielding in all matters, whether in business or war, and Dwarfs excel at both. “Never cross a Dwarf” is a common saying, for Dwarfs are sticklers for detail, and a contract struck by them will be adhered to the letter, if not always the spirit.

Dwarfs are expert craftsmen, workers of metal beyond compare, and their Warsmiths experiment endlessly. Their artefacts are wondrous creations and all, from jewelled clockworks of marvellous intricacy to new-fangled black powder weaponry are much sought after. Their armour and weaponry are the envy of the world, their technology giving them a superior advantage in times of war, yet all of it can be bought, for a price.



Dwarfs lack the sensitivity to magic that Elves or even Men possess, but there are certain Dwarfs, but a few born out of every generation, who have an affinity for fire magic. As soon as their talents make themselves manifest, these young dwarfs will be spirited away by the secretive College of Flame, whether they wish to go or not. Within the halls of the College the raw skill of these individuals will be hammered like steel until they attain a mastery few non-Dwarfs can hope to match. For a fee these powerful Warsmiths will weave their art into the works of others, binding the awesome energies of the earth's interior into the Dwarf's most potent weapons by rune and incantation, or harnessing it to drive the engines of their clanking machines.

Dwarfs have a deep sense of loyalty to hearth and home and a natural inquisitiveness into the workings of the world. A Dwarf working upon a new project will be energetic, and exhibit a demeanour approaching delight, but at all other times the Dwarfs are a stern folk, prone to melancholy, especially when they are their cups, which is often. A drunken Dwarf is not to be trifled with, for they are as likely to hew a drinking companion in twain with an axe at some perceived slight as weep openly about their mother. Never, ever tell a Dwarf to cheer up.

Two or more Dwarfs together in an open house are perhaps more predictable and companionable. They take comfort in their shared woes, and their tearful reminiscences about home will surely give way to ear-splitting singing as the evening, and the ale, wears on. Their songs are of favoured sheep high in the mountain pastures, sorely missed, or their many and varied kinds of mine, which Dwarfs will happily spend hours tediously detailing in excruciating close harmony ballads. They love to sing, Dwarfs, unfortunately, for their voices are scratchy and flat, as tuneful as the scrape of rock upon rock in the bowels of the earth.

It need not be said that a full choir of Dwarf males is a potent battlefield asset.

The Dwarf Creation Myth

Dwarf legend has it that they were born from the tears of the goddess of the underworld, who wept for her lack of children. Over long ages, her tears dripped from the roof of her sacred cave, forming a stalactite in the semblance of a dwarf. The lord of creation took pity on her, and brought the statue of tears to life. Thus was born the first Dwarf from stone and tears, and their character reflects this beautiful, poetic myth.

On the other hand, others say less polite things involving heroic quantities of ale, a lonely human woodsman and a particularly short-tempered badger, but it is a disgusting story that does not bear repeating, especially in the earshot of a Dwarf.



Alignment: Good

Army Special Rules

All units are *Headstrong*.

Dwarven Throwing Mastiffs

The Dwarfs train a breed of war-dog that is infamous for being even more vicious and hard-headed than its creators.

Mark a unit that has been equipped with throwing mastiffs with one or more such model. The unit then counts as being equipped with a throwing weapon that can be used only once per game (remove the mastiff markers once the weapon is used up).

When you release the hounds, roll 5 dice to hit, regardless of the firer's Attacks. Dogs always hit on 4+ regardless of modifiers. Then, for each point of damage caused, roll to hit and to damage again, as the surviving dogs savage the unfortunate opponents.

Repeat this process again and again until you fail to score any damage, at which point even the toughest of the dogs have been put down or have run off to bury some of the enemies' limbs.

Against units with the *Shambling* special rule, you can re-roll any dice that fails to damage... the mastiffs are that keen.



Ironclad

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	5+	10	11/13	85
Regiment (20)	4	4+	-	5+	10	14/16	110
Horde (40)	4	4+	-	5+	20	21/23	210

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Dwarven Throwing Mastiff (+15 pts)

The core of most Dwarven armies consists of reliable, solid Dwarf warriors equipped with heavy armour, shields and axes or hammers. As solid as a rock, and just as flexible and compromising, these dour fighters are difficult to stop once they gather momentum.



Ironguard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	4	3+	-	5+	5	10/12	55
Half-Regt. (10)	4	3+	-	5+	10	11/13	100
Regiment (20)	4	3+	-	5+	10	14/16	130

Options

- Banner (+15 pts)
- Musician (+10 pts)

Hand-picked veterans and sworn defenders of the Dwarf Lords, the Ironguard are the toughest and most stalwart of Dwarf troops – it is said that nothing can breach their shield wall.



Ironclads

Ironclads march at the forefront of the armies of the Dwarfs. Heavily armoured in thick plate that a non-Dwarf would struggle to bear, such is the endurance of the Dwarfs that Ironclads have been known to march 50 miles in a single day and night, moving at a brisk trot that they can keep up seemingly forever.

An Ironclad's armour is thickest about the Dwarf's head and shoulders, for many of their foes are taller and strike downwards. The Dwarfs for their part prefer to concentrate on the lower portions of their foe, aiming for the ankles in particular, a technique the Ironclads refer to as "Cutting them down to size".

The Ironclad fighting technique epitomises the Dwarven way of war. They lure their opponent into

attacking first, trusting to their rugged physique and thick armour to protect them. Then, once the foe has come within reach, the Dwarfs will respond in unhurried, deadly manner.

Underground, Dwarfs favour short-hafted heavy weapons suitable for hewing and crushing – warhammers and axes being the most common. Ironclads combine these "short arms" with a shield which they will lock with those of their fellows and hunker down behind.

As Dwarfs have poor reach compared to other races fancy fencing does little for them, and longer weapons will in any case become fouled on the walls of their tunnel homes, but above ground they might carry "long arms", two-handed, huge things whose weight alone can pulverise the skull of a horse.



Shieldbreakers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	4+	10	11/13	85
Regiment (20)	4	4+	-	4+	10	14/16	110
Horde (40)	4	4+	-	4+	20	21/23	210

Special: *Crushing Strength (1)*

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Dwarven Throwing Mastiff (+15 pts)



The Shieldbreakers are the strongest of the Ironclads, equipped with heavy two-handed hammers that can shatter the toughest shield... together with the arm that carries it!

Bulwarkers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	5+	10	11/13	95
Regiment (20)	4	4+	-	5+	10	14/16	125
Horde (40)	4	4+	-	5+	20	21/23	245

Special: *Phalanx*

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Dwarven Throwing Mastiff (+15 pts)

Equipped with the heaviest armour available and long spears, these Dwarven warriors actively seek enemy cavalry squadrons and place themselves in the way of their advance. Their excellent training allows them to get to the right position while still maintaining their impenetrable formation of serried ranks.



Ironwatch

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	5+	4+	10	11/13	100
Regiment (20)	4	4+	5+	4+	10	14/16	130
Horde (40)	4	4+	5+	4+	20	21/23	245

Special: Crossbows, *Piercing (1)*, *Reload!*

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Exchange crossbows for rifles, gaining *Piercing (2)* (+15 pts)

When a Dwarf gets older and fatter, he is normally made to join these detachments of troops equipped with missile weapons, so that he does not have to move around as much.



Rangers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	4+	4+	10	11/13	135
Regiment (20)	4	4+	4+	4+	10	14/16	175
Horde (40)	4	4+	4+	4+	20	21/23	330

Special

Light crossbows (treat as bows)

Crushing Strength (1)

Vanguard

Options

- Banner (+15 pts)
- Musician (+10 pts)

Expert woodsmen and borderers, the Rangers are elite troops, armed with crossbows and two-handed axes or hammers. Their role is to venture ahead of the Dwarf army and guard its flanks, scouting out forests and other terrain where the enemy could be lying in ambush.



Dwarf Firebelchers

Dwarfs were the first to master the art of black powder. Dwarf guns, or Firebelchers, are a relatively recent invention, being but over a century since the first primitive handgun was employed in a tunnel war by the creative, if deeply unfortunate, Dwarf engineer Wain 'Iron Tube' Steef. Steef might only have been able count his greatest achievements on the fingers on one hand (as he had but three remaining by the time of his early demise, this is less impressive than it sounds), but his greatest legacy - the gun, has transformed warfare.

Since Steef's days, the gun has rapidly developed, and in these enlightened times hardly ever poses a threat to its bearer. Other peoples have seized upon the weapon, but the Dwarfs remain at the forefront of modernity: rifled barrels, standardised charges, cap-

fired flashpans, spring-loaded trigger mechanisms and decorative pipe holders make Dwarf guns the best in the world. Even now, Dwarf inventors are experimenting with cartridge shot and rune-activated firestones, although these latter remain the province of only the very wealthiest lords.

Dwarf Firebelcher regiments drill endlessly. A speciality is the deadly "creeping dragon" formation, where ranks of Dwarfs discharge their weapons turn by turn. Under the cover of a withering bombardment of shot, the Dwarfs advance slowly, those ranks with charged weapons filtering through those who have discharged theirs, giving them time to reload and repeat the process. By the time Firebelchers arrive at the enemy's line, there are usually precious few warriors left to offer resistance to the Dwarfs' stout warhammers.

Berserker Brock Riders Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	15	14/16	120
Regiment (10)	8	4+	-	4+	30	20/22	230

Special: *Vicious*

Options

- Banner (+15 pts)
- Musician (+10 pts)

These mounted Berserkers charge forward on their ferocious wild mounts, uttering their infamous battle-cry - 'Go for Brock!'



Berserkers Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	5	4+	-	3+	10	12/14	65
Half-Regt. (10)	5	4+	-	3+	20	14/16	115
Regiment (20)	5	4+	-	3+	25	20/22	170

Options

- Banner (+15 pts)
- Musician (+10 pts)

These frantic lunatics are famous for fighting with frenzied abandon in a bloodthirsty battle-trance. When they suffer critical wounds that would fell a normal Dwarf, they continue to hack and slash with their axes without slowing, until the moment they finally fall over dead.



Ironbelcher Cannon

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	1	10/12	85

Special

Blast (2D6+1), Piercing (4), Grapeshot, Elite (if within 6" of a Warsmith)

Dwarfs are masters at designing and forging engines of destruction. The most ancient and reliable of Dwarven war machines is the Ironbelcher cannon, which fires round iron shot into the ranks of the enemy with horrendous consequences.



Ironbelcher Organ Gun

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	15	10/12	80

Special

Range 24". Piercing (2), Elite (if within 6" of a Warsmith)

The Ironbelcher Organ Gun is a new design, built on the same chassis as the Ironbelcher cannon, which employs a number of smaller barrels that are fired all at the same time, riddling the target with a veritable hail of shot.



Flame Belcher

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	-	5+	*	10/12	65

Special

Breath Attack (22), Elite (if within 6" of a Warsmith)

This short-ranged flame-throwing weapon projects great gouts of flammable liquid that is almost impossible to extinguish. The Flame Belcher is universally feared for the horrible death it condemns its victims to.



Battle Driller

Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	-	5+	2D6*	10/12	50

Special

Crushing Strength (1), Individual

** Roll for the number of Attacks every time you resolve a melee*

Some members of the Dwarf Engineering Guild take their drilling devices to battle, and charge them at the enemy with spectacularly unpredictable results.



Dwarf King

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	3+	-	6+	5	14/16	130

Special

Crushing Strength (1), Individual, Inspiring

Dwarf Army Standard Bearer

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	-	5+	1	10/12	30

Special

Individual, Inspiring

Berserker Lord

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	4+	8	16/18	110

Special

Crushing Strength (1), Individual, Inspiring (Berserkers only)

Options

- Mount on a brock, increasing Speed to 8 (+20 pts)

Warsmith

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	-	5+	2	10/12	75

Special

Crushing Strength (1), Individual, Inspiring (War Engines only)

Herneas the Hunter [1]

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	3+	3+	5+	3	12/14	130

Special

*Skewerer (treat as a bow with Piercing (3))
Crushing Strength (2), Individual,
Inspiring (Rangers only), Stealthy, Vanguard*

Herneas is a living legend amongst the Dwarfs – a solitary figure who incarnates all of the tenets of the Rangers' way of war: stealth, ambush and mastery of the light crossbow and two-handed axe.



The Dwarf lords wear ancient suits of armour covered in protective runes, and wield powerful magical weaponry.



It is a great honour to be given the task of carrying into battle one of the ancient battle-banners of one of the noble Dwarf houses.



These ultimate combat monsters are unstoppable killing machines brandishing a lethal pair of magical axes.



Living repositories of the ancient Secret of Steel, these mysterious personages are able to communicate with the iron spirits that animate every metal construct.

Steel Behemoth

Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	3	6+	-	6+	20	16/18	200

Special

Breath Attack (10), Crushing Strength (3)

The Steel Behemoths are innovative fighting vehicles propelled by the power of an internal combustion engine fuelled by the black blood of the earth. Protected by a thick metal armour plating and equipped with flame-throwing guns, they are a real nightmare for the enemies of the Dwarfs.

ELVES

The Elves are the eldest of all the races of Mantica. Their kind has raised cities and song since time immemorial, since even before the advent of the Celestians. They are a people in decline. Many of their ancestral lands are gone, all of the Western Kin's holdings, bar the city of Therennia Adar, are lost to the sea, most of those of the Southern Kin's and a good deal of the Eastern Kin's are buried under desert sands. Still the Elves are mighty, masters of magic beyond compare. Their mages are the greatest the in the world. Their armies are disciplined, as effective as individual warriors as they are as in ranks. Bows and spears are their favoured weaponry, and regiments equipped with such are deadly indeed.

A host of creatures accompany the Elves to war and among the greatest are the dragons. Only the Elves have ever truly mastered these ancient reptiles. Others have tried but the ties of respect that a dragon forms with an Elf are unsurpassed. These bonds are so strong that should an Elf Dragon Lord die his mount quickly pines and falls into a deep sleep from which it can only rarely be roused.

Elves are slender, much thinner than a man, but deceptively strong. Their muscles are hard and supple, and they can perform athletic feats that other races could not hope to perform. Next to an Elf, a human is graceless and ungainly. They are beings of poise, uniformly beautiful, quick to laugh and quick to anger. They are long-lived and wise, and yet impulsive. They love to create, their arts are beyond compare, and an Elven sword is as fine as it is sharp. They are less joyous than once however, the passing of their golden age has given many cause to regret, and some have become bitter. Others are seized with sorrow so deep they die of it, or gripped by lassitude that leaves them helpless for months. The Elves also bear terrible guilt, for they are responsible for much folly. It was the Mage Calisor Fenulian who forged the mirror that caused the Sundering of the Celestials and ruined the world. If that were not a heavy enough shame to bear, more recently their affection for a human youth blinded them to his propensity for evil, and so the necromancer Mhorgoth was made by their love.



Elves are born of the deep green places of the world, their primitive ancestors creeping out from under the boughs of the greenwood to gaze upon the young world. Leaving the trees behind, they made the world their own, but always they have kept an affinity for nature, wherever they dwell. When the Celestians came to Mantica the Elves were readily adopted by the female known as the Green Lady, whom they hold dear to this day. Most Kins can call upon her aid in battle, summoning Tree Herds, Forest Shamblers and elementals of the earth and forest to their armies.

The Kins of the Elves

There are many kindreds of Elves, ranging in size from small bands to entire nations consisting of subclans and different tribes. Below are the largest and most renowned.

The Sea Kin – The lands of the Western Kin were located to the far west, and are now under the waters of the Great Ocean. Only the Brokenwall islands and the City of Therennia Adar – known by men as Wallddeep – remains, saved by the sacrifice of Valandor the Great, although its Sacred Groves are drowned. The Western Kin are more commonly called the Sea Kin or Sea Elves in this age, for those that remain have become masters of the oceans. Their thin-hulled ships leaps like gulls over the waves. Their Sea Mages can sing up a storm, and command the mighty Kraken with a word. These mariners furnish the Elven Kins with their navy, and are the finest sailors in Mantica.

The Northern Kin – The most powerful of all the Kins, the Northern Elves counts the Mage-Queen among their number. Ileuthar, the de facto capital of Elvenholme in these dark days, is their city, and the Twilight Glades grow upon their land.

The Dragon Kin – Once a tribe among the Northern Kin, the Dragon Lords' power is out of all proportion to their Kin's small size. Inhabiting the peaks of the Alandar mountains, the Dragon Lords are arrogant people, if noble to the core.

The Eastern Kin – These Elves were once renowned as the most carefree of all. In their silk-covered wagons they roamed the savannahs of the east, making camp under the stars. The most talented musicians and poets were said to be of the Eastern Kin, quick-witted and mirthful. Now they are a dour people, victims of the encroaching desert and the depredations of the Twilight Kin, they are better known for blade craft than poetry. The bladedancers and Drakon riders are their greatest warriors.

The Southern Kin – Proud and haughty, the southern kindred defy the moving desert with magic and, when that fails, sheer stubbornness. Most of their cities are wind-blasted ruins, but they remain in their tall towers, standing sentinel over the unending southern wastes.

The Ice Kin – Inhabitants of the Bitter Lands, masters of ice magic, the Ice Kin are the most enigmatic of all

Alignment: Good

Army Special Rules

Unless otherwise specified, all units are *Elite*.

Elven Sabre-Toothed Pussycat

Meeoww!

Mark a Hero that is accompanied by a sabre-toothed pussycat with an Elven cat model. The Hero then counts as being equipped with a throwing weapon that can be used only once per game (remove the cat once it has been unleashed). This weapon can only be used against Heroes or Monsters, War Engines and units of Infantry or Cavalry of 10 models or less. The cat, with typical feline obedience, refuses to attack any body of troops larger than that.

When you send the cat to seek its prey, roll 5 dice to hit, regardless of the firer's Attacks. The cat always hits on 4+, regardless of modifiers, and has the *Piercing (1)* rule. Then, for any point of damage caused, roll to hit and to damage again, as the cat has its way with the victims. Repeat this process again and again until you fail to score any damage, at which point the cat has been slain or has wandered off to lick the gore off its paws.

Elves, even more reclusive and hostile to strangers than the Sylvan Kin. Followers of the renegade King Tyris, they permit access to their lands infrequently, and travel rarely to the courts of the Twilight Glades and Wallddeep.

The Sylvan Kin – Living deep in the green places of the world, the Sylvan Kin are at one with nature. Long ago they rejected the ways of the other kindreds, and fully embraced the arboreal origins of all elves. They are antagonistic to any who would alter the natural order of the world, and have little contact with other races. Most dwell inside the bounds of the mystic forest of Galahir, but a large contingent live in Ileuthar, and several are the closest confidantes of Mage-Queen Laraentha.



The Twilight Kin – Of these dark-hearted Elves, the other kindreds will not speak to outsiders, but that they remain a part of wider Elven society is without doubt, for ambassadors of their kind are found in Ileuthar.

Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	–	4+	10	11/13	80
Regiment (20)	6	4+	–	4+	10	14/16	110
Horde (40)	6	4+	–	4+	20	21/23	210

Special
Phalanx

Options

- Banner (+15 pts)
- Musician (+10 pts)

Solid ranks of spearmen normally form the backbone of the Elven armies. With shields locked and spears lowered, they defend the more fragile line of bowmen and war engines.



Sea Guard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	6	4+	4+	4+	10	14/16	200
Horde (40)	6	4+	4+	4+	20	21/23	380

Special
Bows, *Phalanx*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Trained to fight on the upper decks of the Elven navy's sleek ships, the highly flexible Sea Guard are equipped to fulfil the roles of both spearmen and bowmen, an ability that makes them a most adaptable multi-role unit on the battlefield.



Palace Guard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	3+	–	4+	5	10/12	50
Half-Regt. (10)	6	3+	–	4+	10	11/13	90
Regiment (20)	6	3+	–	4+	10	14/16	120

Special
Crushing Strength (1)

Options

- Banner (+15 pts)
- Musician (+10 pts)

The most experienced and skilled Elven warriors wear the finest enchanted armour and fight with long glaives and two-handed blades that they wield with impossible speed and elegance, synchronizing their attacks with their comrades with uncanny precision.



Bowmen

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	4+	10	11/13	120
Regiment (20)	6	4+	4+	4+	10	14/16	160
Horde (40)	6	4+	4+	4+	20	21/23	305

Special
Bows

Options

- Banner (+15 pts)
- Musician (+10 pts)



Elven tactics rely heavily on shooting a deadly rain of arrows into the advancing enemies, to thin their numbers before the clash, or even to completely annihilate them before they can make contact.

Scouts

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	3+	10	11/13	105
Regiment (20)	6	4+	4+	3+	10	14/16	140

Special

Bows. A Troop has *Nimble & Vanguard*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Lightly armoured scouts are normally used to reconnoitre the battlefield for the advancing army. At times they can also be formed up in larger formations to supplement the fire of the bowmen.



Sylvan Kin

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	4+	–	4+	10	10/12	60
Half-Regt. (10)	6	4+	–	4+	20	11/13	105
Regiment (20)	6	4+	–	4+	20	14/16	140

Special

Vanguard. This unit is not *Elite*.

Spirits and faery folk of the forest realms, these creatures can assume many guises, but their war-aspect is of humanoid elementals of nature, fighting with the fury of the Great Wild.

Forest Shamblers

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	–	5+	3	–/12	40
Troop (3)	6	4+	–	5+	9	–/14	90
Regiment (6)	6	4+	–	5+	18	–/17	160

Special

Shambling, Crushing Strength (1), Vanguard. This unit is not *Elite*.

Even the trees animate and march against the enemies of the Elves, or the very earth animates as humanoid beings of foliage, mud and stone.

Stormwind Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	3+	-	5+	8	11/13	95
Regiment (10)	9	3+	-	5+	16	14/16	170

Special

Crushing Strength (2)

Options

- Banner (+15 pts)
- Musician (+10 pts)

Fast and deadly, the knights of Elvendom can hit a foe in the eye with the tip of their lance while charging at full tilt.



Drakon Riders

Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	3	10/12	70
Troop (3)	10	3+	-	5+	9	12/14	160
Regiment (6)	10	3+	-	5+	18	15/17	305

Special

Crushing Strength (2), Fly

Options

Troops and regiments can have:

- Banner (+15 pts)
- Musician (+10 pts)

Mounted on winged Cold Drakes, these knights are one of Mantica's most deadly type of heavy cavalry.



Dragon's Talon Bolt Thrower

Dragon's Talons are powerful war machines, able to hurl bolts as tall as a man with such force that they can level castle walls or skewer half a dozen knights with a single shot. With a small crew of two, it is quick to load and fire, and light enough that it can be swiftly and easily moved around the battlefield, allowing it to be rapidly redeployed wherever its firepower is required.

In times of particularly dire need, arcane high sorcery is used in the construction of these potent machines of war, and as each bolt is launched its barbed tip ignites with blue fire. Such is the heat of the inferno unleashed by these terribly potent constructions

that it is able to melt armour and flesh, making this ensorcelled Dragon's Talons one of the most feared weapons on the field of battle.



Bolt Thrower

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	-	4+	4+	2	10/12	75

Special: *Blast (D3), Piercing (2)*

Shunning the slow and cumbersome black powder weapons used by other races, the Elves train in the use of their gigantic crossbows so that they can unleash a quick series of iron-tipped shafts capable of piercing several ranks of enemy warriors.

Dragon Breath

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	-	4+	4+	*	10/12	60

Special: *Breath Attack (20)*

This arcane weapon can engulf an enemy regiment in a magical inferno powerful enough to eradicate its target or send the survivors running for their lives.



Elven King

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	–	5+	5	14/16	120

Special

Crushing Strength (1), Individual, Inspiring

Options

- Mount on a horse, increasing Speed to 9 (+20 pts)
- Sabre-Toothed Pussycat (+20 pts)

Elven Mage-Queen

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	–	4+	1	11/13	120

Special

Heal (3), Individual, Zap! (5)

Options

- Mount on a horse, increasing Speed to 9 (+10 pts)
- Sabre-Toothed Pussycat (+20 pts)

Elven Prince

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	–	5+	3	11/13	60

Special

Crushing Strength (1), Individual

Options

- Mount on a horse, increasing Speed to 9 (+10 pts)
- Sabre-Toothed Pussycat (+20 pts)



Fighting with the skills of the War Gods of legend, the Elven Kings lead their armies from the front.



Unsurpassed weavers of powerful defensive and offensive charms, the fey Mage-Queens are an invaluable asset for any Elf general.



Brave heroes of Elvenkind come to battle to prove their worth in the eyes of both their peers and their superiors.

Elf Heroes and Champions

Amongst the ranks of Elven war hosts there are those whose names are spoken with hushed reverence, whose battle-skills surpass those of their kin, and whose deeds have become as legend. These are the war-leaders of the Elven kings, their heroes and champions. Peerless warriors and masters of battlefield strategy, they have honed their killing arts over centuries of warfare.

Many noble champions enter battle carrying potent magical artefacts, turning them into living gods of war; swords that burn with the heat of a dragon's breath, bows crafted from crystal that are able to

shoot twice the distance of a regular weapon. Others wear glittering suits of armour that are all but impenetrable to swords and arrows, and magical cloaks that confuse and befuddle those that look upon them.



Elf Army Standard Bearer Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	4+	1	10/12	30

Special: *Individual, Inspiring*

Options

- Mount on a horse, increasing Speed to 9 (+5 pts)

The Green Lady [1] Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	-	-	6+	-	14/16	200

Special: *Fly, Heal (6), Inspiring, Regeneration*

Options

- Up to 2 Sabre-Toothed Pussycats (+50 pts each)

The incarnation of the life-giving energies of Water and Earth, this Elven spirit manifests as a ghostly dame, as tall as the oak and as fleet as the falcon. She can restore to health scores of wounded allies with a simple gesture.

Elf Lord on Drakon Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	5	14/16	150

Special

Crushing Strength (2), Fly, Inspiring

Smaller than a full-grown Dragon, Drakons nevertheless make excellent flying mounts for Elven generals.



Bearing ancient enchantments of protection, the standards of the Elven Lords are a blessing to their battle-warriors and anathema to the forces of evil.

Tree Herder Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	6+	5	18/20	275

Special: *Crushing Strength (3), Vanguard.*

A Tree Herder is not *Elite*.

The Tree Herders are mighty wooden giants that spend the long millennia of their lives protecting their forests from all threats.

Elf Lord on Battle Dragon Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	8	17/19	350

Special

Breath Attack (15), Crushing Strength (3), Fly, Inspiring

The noblest Elves can call upon the ancient pact between their people and the Dragons.



KINGDOMS OF MEN

Of all the Noble Peoples, men are the most numerous. Men can be found everywhere, from the most verdant valley to the harshest environment, anywhere a living can be scratched from the land. In blazing deserts, the frozen north, jungle, plain and mountain, men dwell. They exhibit a bewildering array of outer forms and skin colour, and the palette of their emotions is equally as varied. Men can be black of heart or as pure as snow. Men have been known as great Elf Friends, men have been known to embrace and serve the Abyss willingly. Men are anything but predictable.

Men were once more inclined to good than they are now. The Republic of Primovantor was the apogee of human civilisation, a grand coalition of nations ruled by an elected senate and headed by the High Consul. The men of this time were long-lived and keen-minded. Nearly a thousand years after the republic collapsed, its feats of magic and art have yet to be matched. The Primovantians learned much from the Elves, and gave them much in return. From their mountain home of Primovantia, the early Primovantians brought as many lands into their Republic by diplomacy as by conquest. All citizens were treated equally under her laws, no matter whether they willingly joined or their country had been defeated in war, and it flourished because of it.

Every man who fought for Primovantor did so willingly, to protect a land they were proud to call their own.

Winter's war finished the Republic, already severely weakened by the God War. The provinces north of the Dragon's Teeth mountains were ground to clay under the ice, its rich southlands drowned by the sea. Whereas once Primovantor was a mountain kingdom looking over fertile plains, it is now a peninsula.

The memory of this noble state lives on in Basilea, the largest and most powerful of today's nations. The Basileans are adherents of the Shining Ones, and large numbers of paladins, warrior monks and battle nuns are found in their armies. The angelic Elohi fly above the hosts of Basilea, lending their pure voices to the battle hymns of holy warriors, and their strength to the army's assault.

The Successor Kingdoms are descended from Primovantor also, but the similarity to Basilea ends there, for they have been much influenced by admixtures of culture and thought from other lands and have followed their own path. There are as many as a hundred of these small statelets, ranging from independent cities to large dukedoms, and the genuine kingdom of Valentica. These small lands are in a constant state of rivalry. War between them is not uncommon. As a



result of this the city-states are vital places, breeding brave men who range far in their ships.

In other places men live in conditions ranging from great culture to orcish barbarism, and everywhere in between. Dark Ophidia is the home of vile sorcery. To the far north, hordes of horsemen fight over the herds of mammoth and bison with Goblins. On the icy seashores beyond the Bitter Islands, reavers set sail in longships, raiding and trading as far south as Elvenholme and Basilea. Upon the contested plain of Ardovikia, new lands reclaimed from the ice's retreat are founded. Caravans of camels criss-cross the deserts of the south between desert oases and dry cities, bringing exotic wares from cultures so far afield what is known of them by the nations around the Infant Sea is more legend than fact.

Naturally, man's method of war differs from place to place. The Successor Kingdoms are the homes of engineers and wizard-scholars, and their armies reflect this. Gunpowder weapons such as cannon and primitive handguns are common there. Basilea also possesses this technology, but relies more on divine magic and armoured horsemen to win its wars, backed up by Griffins and the Elohi. All the kingdoms born from Primovantor's ruins favour blocks of pikemen, a weapon used for millennia.

The Ophidians can draw upon a wide range of troops from across their empire; including desert-horsemen, fierce tribal warriors from the green south and all manner of light troops suited for their harsh land, supported by heavy infantry and horse drawn from the Ophidian cities. The Ophidians also enslave desert spirits to fight for them, and make use of legions of undead skeletons. The northern tribes are less disciplined, but formidable nonetheless. Whether steppe rider or sea raider, all are raised as warriors from childhood, and they are consequently skilled individual fighters.

As a whole, men have a somewhat ambivalent relationship with the other speaking races of Mantica. Several states have very close ties with the Elves, the Valenticans in particular, with two great Elven cities actually being part of it, and Elven quarters in every other city besides. Dwarfs live throughout man's lands, descendants of refugees from the fall of the northern holds and, more recently, King Golloch's reign. The northern tribes sometimes make common cause with the Orcs or the Abyssal Dwarfs, or are else forced to fight for them as slaves. The great alliances of the past may be fading memories, men are as likely to fight shoulder to shoulder with the Elves and Dwarfs as they are to oppose them, and on many occasions men have fought on both sides of the battle in these grand alliances.

Men however most often fight other men, whether through greed or hatred or honour or just through misunderstanding. Men are hot-blooded, and not always wise, their vivacity is a curse as much as it is a blessing.

Alignment: Neutral

Army Special Rules

Pike Phalanx

The soldiers in a pike block are equipped with weapons of different length, which allow the men in several ranks behind the first to contribute to the fighting. Nearly impenetrable to cavalry, these units are a tough nut to crack.

The unit rolls an extra 10 Attacks in melee if it is a Regiment, or 20 extra Attacks if it is a Horde. These attacks are added after multiplying the Attacks for flank/rear charges. In addition, Cavalry units and units with the *Fly* special rule that charge this unit's front suffer from a -2 penalty on their rolls to hit.

Very Inspiring

Men are above all else extremely professional soldiers, superbly trained to follow to the letter their leaders' orders, which are transmitted very efficiently to every unit on the battlefield by use of numerous brave messengers.

This is the same as the *Inspiring* special rule, except that it has a range of 12".



Foot Guard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	–	5+	10	11/13	90
Regiment (20)	5	3+	–	5+	10	14/16	115
Horde (40)	5	3+	–	5+	20	21/23	220

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)

Human noblemen tend to equip the elite warriors making up their bodyguard with the best armour and weaponry that their wealth can afford.

Shield Wall

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	–	4+	10	10/12	60
Regiment (20)	5	4+	–	4+	10	13/15	80
Horde (40)	5	4+	–	4+	20	20/22	150

Options

- Banner (+15 pts)
- Musician (+10 pts)

These warriors are quipped with chain mail or leather armour and carry a sword or axe and a wide shield that they can lock together to adopt a defensive formation.



Spear Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	–	4+	10	10/12	70
Regiment (20)	5	4+	–	4+	10	13/15	95
Horde (40)	5	4+	–	4+	20	20/22	180

Special

Phalanx

Options

- Banner (+15 pts)
- Musician (+10 pts)

The most classic variant on the shield wall formation is a shield wall bristling with sharp metal-tipped spears.

Pole-Arms Block

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	–	3+	10	10/12	60
Regiment (20)	5	4+	–	3+	10	13/15	80
Horde (40)	5	4+	–	3+	20	20/22	150

Special

Crushing Strength (1)

Options

- Banner (+15 pts)
- Musician (+10 pts)

Strong Men armed with halberds, partisans, fauchards and other oddly-shaped poleaxes.

Pike Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	4+	–	3+	10	13/15	95
Horde (40)	5	4+	–	3+	20	20/22	180

Special

Pike Phalanx

Options

- Banner (+15 pts)
- Musician (+10 pts)

Some Human kingdoms train their spearmen to use very long pikes, losing the protection of their shields, but forming impenetrable hedgehogs.

Missile Troops Block

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	20	20/22	190

Special: Bows

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Exchange bows for crossbows for free, gaining *Piercing (1)* and *Reload!* Or instead exchange bows for arquebuses (treat as rifles, +15 pts), gaining *Piercing (2)* and *Reload!*

Different cultures of Men favour one type of missile weapon over another.



Ogres

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	3	10/12	45
Troop (3)	6	3+	-	5+	9	12/14	115
Regiment (6)	6	3+	-	5+	18	15/17	190

Special: *Crushing Strength (1)*

Options

- Exchange shields with two-handed weapons for free (lower Defence to 4+, but gain *Crushing Strength (2)*).

Troops and regiments can have:

- Banner (+15 pts)
- Musician (+10 pts)

The best mercenaries in the world.

Ogre Shooters

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	5+	4+	3	10/12	55
Troop (3)	6	3+	5+	4+	9	12/14	140
Regiment (6)	6	3+	5+	4+	18	15/17	225

Special

Heavy crossbows (treat as rifles), *Reload!*, *Piercing (2)*, *Crushing Strength (1)*

Options

- Exchange heavy crossbows with blunderbusses for free. *Piercing* goes down to (1), but unit gains *Breath Attack (3 per model)*.

Ogre Shooters have a tendency to turn their ranged weapons into improvised clubs and charge the enemy.

Militia Mob *

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options

- Banner (+15 pts)
- Musician (+10 pts)

Hurriedly conscripted in time of dire need, these rag-tag formations never last very long.

Penitents Mob

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	15	8/11	75
Regiment (20)	5	5+	-	3+	15	11/14	100
Horde (40)	5	5+	-	3+	30	18/21	190

Special: *Crushing Strength (1)*, *Headstrong*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Roving bands of lunatics, from deranged doom-sayers to zealots on absurd crusades.



Knights

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	8	11/13	95
Regiment (10)	8	3+	-	5+	16	14/16	175
Horde (20)	8	3+	-	5+	32	21/23	335

Special

Crushing Strength (2), Headstrong

Options

- Banner (+15 pts)
- Musician (+10 pts)

Fanatical templars, brave knights on a chivalrous quests, or disinherited noblemen in search of redemption, these heavily armoured cavalymen make fearsome shock troops.

Mounted Scouts

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70

Special

Bows. *Nimble*

Options

- Musician (+10 pts)
- Exchange bows with pistols for free (gain *Piercing (1)* but halve their range) or exchange bows with rifles for free (gain *Piercing (2)* and *Reload*)

These fast and flexible warriors form the eyes and ears of the army as it advances.

Mounted Sergeants

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	10/12	70
Regiment (10)	9	4+	-	4+	16	13/15	125

Special

Crushing Strength (1)

Options

- Banner (+15 pts)
- Musician (+10 pts)

Lightly armed compared with the knights, these swift cavalry units are used most often on the wings of a battle line, and to pursue and cut down enemies that are retreating from the battlefield.

Trebuchet

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special

Blast (2D6), Indirect Fire, Piercing (3)

The most ancient of Human war engines, the Trebuchet is mostly used in sieges, but it can also make itself useful on the battlefield in several situations. An advantage it has over its black powder counterparts is that it works perfectly fine in the rain!

Cannon

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	75

Special: *Blast (2D6), Piercing (4), Grapeshot*

The simplest and perhaps still the most cost-effective of war machines, the cannon is one Dwarf tradition that the Humans were very keen to make their own.

Organ Gun

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	12	9/11	65

Special: *Range 24". Piercing (2)*

Another successful attempt of the Human artillery masters to copy the weaponcraft of the Dwarfs, this new-fangled artillery piece can cut down entire enemy formations.

Mortar

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: *Blast (2D6), Indirect Fire, Piercing (2)*

In their quest for military technology, the Human artillerymen are not afraid to copy the guns made by the evil Abyssal Dwarfs.

Rocket Artillery

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: *Blast (3D6), Indirect Fire, Piercing (1)*

Rockets are possibly the most extreme weapon that has been adopted by Men – their amazing explosive power too much of a temptation.



General

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	–	5+	4	13/15	110

Special: *Crushing Strength (1), Individual, Very Inspiring*

Options

- Mount on a horse, increasing Speed to 9 (+20 pts), or mount on a Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+40 pts)

Human generals are not the most powerful warriors, but they are the best battle-leaders.

General on Winged Beast

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	–	5+	6	15/17	190

Special: *Crushing Strength (2), Fly, Very Inspiring*

Only the richest noblemen can afford to ride a Hippogryph, Manticore or similar winged beast.

Hero

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	–	5+	3	10/12	50

Special: *Crushing Strength (1), Individual*

Options

- Mount on a horse, increasing Speed to 9 (+10 pts), or mount on a Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+20 pts)

These heroic knights are entirely absorbed with fulfilling a quest or other dangerous mission.

'The Captain' [1]

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	–	5+	3	11/13	125

Special

Crushing Strength (1), Individual, Very Inspiring. Master Tactician – After deployment, but before Vanguard moves, roll a D3–1. The result is the number of extra friendly units that can make a move as if they had the Vanguard rule.

Options

- Mount on a horse, increasing Speed to 9 (+10 pts)

The Captain knows all the tricks of war, and his loyalty is without question, if you can afford it.

Ogre Captain

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	–	5+	5	14/16	125

Special

Crushing Strength (2), Inspiring (Ogres only)

Ogre Captains are recruited into human armies to keep the bands of mercenary ogres in check. It has happened, however, that the most ambitious Ogre Captains have assembled entire armies of Ogres and led them into the field to fulfil their own dreams of conquest.

Army Standard Bearer

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	–	4+	1	9/11	30

Special: *Individual, Very Inspiring*

Options

- Mount on a horse, increasing Speed to 9 (+5 pts)

Men are especially trained to follow the battle-signals issued by these large banners.

Wizard

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	–	4+	1	10/12	60

Special: *Breath Attack (6), Individual, Zap! (3)*

Options

- Mount on a horse, increasing Speed to 9 (+10 pts), or mount on a Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+20 pts)

These lonesome, mysterious figures are a rare and powerful addition to any Human army.

Priest

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	–	4+	2	10/12	60

Special: *Crushing Strength (1), Headstrong, Heal (1), Individual, Very Inspiring (Penitents only)*

Options

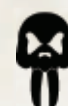
- Mount on a horse, increasing Speed to 9 (+10 pts)

The clerics that follow the troops on the battlefield are fully able to defend themselves.





ABYSSAL DWARFS



It is common knowledge that all Dwarfs love gold and jewels. But Dwarfs are governed by a strong moral code, dictating that the only riches that one truly owns are those that have been earned with hard, honest toil – “With the sweat of the brow and the callus on the hand holding the pick” goes an ancient Dwarven adage.

But not all Dwarfs show such fortitude. At the time of the God War, The Father of Lies, great among the Lords of the Abyss, spied a weakness in the heart of the Dwarfs, a shame that they will not own to. It is greed, above all, a perverse longing for gold can only be sated by the hard work of others. Seduced by the promises of the Father of Lies, some Dwarfs will begin to covet and eventually take the wealth of others employing guile, threats and, ultimately, violence. In the end, when a Dwarf takes another Dwarf’s life to satisfy this greed, there is much rejoicing in the Abyss, as another Dwarf has lost his soul forever – another Abyssal Dwarf is born.

Only two choices are then left to such individuals. Some decide to remain hidden within Dwarf society behind a façade of normality, forming secret cults that worship the Black Ones and cultivate all sort of forbidden arts in

order to grow in power to gain more of their beloved gold, inevitably becoming enmeshed in the worship of dark and terrible gods. Others flee, to seek shelter in hidden enclaves of fugitives deep beneath the earth. Through the centuries, with the help of infernal powers, some of these groups of escapees have grown into large settlements, even entire subterranean cities. These sinister colonies are not only populated by Abyssal Dwarfs, but also by masses of slaves that are used for all physical labour, and by the Abyssal Halfbreeds. Insane hybrids, half-Dwarf, half-Abyssal, these dark creatures are the result of unspeakable experiments.

The influence and arrogance of these Abyssal Dwarf cities have grown to the point that they have become a serious threat to other races. With their numbers and power swelling, they have begun to assemble vast armies of slaves. In battle, the Abyssal Dwarfs are dangerous foes indeed, as they mix the well-crafted weaponry of the Dwarfs with the dark powers of sorcery and summoned beasts of the Abyss. Their attacks have moved ever further south, toward the lands of better folk. Many mining outposts, small trading settlements and even towns have fallen to their hosts, their population either slaughtered or taken into captivity. Even though they prefer to raze the dwellings of their hated brethren, the Abyssal Dwarfs’ greed is so immense that no race has been spared their attention. The threat is real, and is growing rapidly. Already the rulers of the Free Races are gathering their armies and looking to the north, ready to face the menace of the Abyssal Dwarfs.

The greatest, most cruel and wealthy of the Abyssal Dwarfs often lead their armies into battle. Mighty Overmasters, armed with ensorcelled weaponry and covered in the most impenetrable obsidian armour, bellow orders to their own warriors. Mysterious Iron-casters unleash the twisted fire-magic of Ariagful, the evil Queen of the Black Flame, and summon her Abyssal servants to the field to do their bidding alongside the monstrous Half-breeds and other strange war-engines that they have created.

The Abyssal Dwarfs have thousands of slaves, and they employ each race of slaves for the tasks they are most suited for: Dwarves are excellent miners, Elves make good toys, Humans can be put to work and Goblins are perfect house servants. Orcs however have one clear area where they excel above all others – war. Their great strength and brutal ferocity are an asset to any army, and the Abyssal Dwarfs push vast hordes of the brutes towards the enemy before committing their own troops. This has the double advantage of causing damage and tiring out the enemy, as well as testing their firepower and the quality of their different troops. It matters little to the slavers if hundreds of Orcs are slain in the process.

Alignment: Evil

Army Special Rules

All units are *Vicious*.

Mutated Throwing Mastiffs

The Abyssal Dwarfs engage in wicked (but admittedly quite amusing) alchemically-adjusted cross-breeding of the traditional Dwarven Throwing Mastiff with all sorts of monstrous creatures. The results are bizarre, sometime spectacular, but always very dangerous!

Mutated Throwing Mastiffs are the same as Dwarven Throwing Mastiffs, except they re-roll failed rolls to damage against all enemies.

Yellow-Bellied

What did the master say? Sounded like ‘Retreat!’ to me...

This unit is not *Vicious* and is immune to the effect of the *Inspiring* rule. In addition, any time it receives a Charge! order, you must roll a die. If the die result is a 1, the unit ‘misunderstands’ the order and thinks it has been ordered to ‘Halt!’ instead.



Blacksouls

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	5+	10	11/13	85
Regiment (20)	4	4+	-	5+	10	14/16	110
Horde (40)	4	4+	-	5+	20	21/23	210

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Mutated Throwing Mastiff (+20 pts)
- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)



Advancing in tight ranks, clad in ancient Dwarf armour and protected by the dark powers of the Abyss, the Blacksouls are feared by all, and they never pass on a chance to add to the tally of misery and slaughter they are responsible for.

Decimators

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	4+	10	11/13	115
Regiment (20)	4	4+	-	4+	10	14/16	150
Horde (40)	4	4+	-	4+	20	21/23	285

Special

Thunderpipe (Troops & Regiments have *Breath Attack (20)*. Hordes have *Breath Attack (40)*), *Piercing (1)*, *Reload!*

Options

- Banner (+15 pts)
- Musician (+10 pts)



The Decimators' weapons are cruder in construction when compared with the rifles of the Dwarfs, but what they lose in range and accuracy, they more than make up with close-range destructive power.



Immortal Guard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	4	3+	-	5+	5	10/12	55
Half-Regt. (10)	4	3+	-	5+	10	11/13	100
Regiment (20)	4	3+	-	5+	10	14/16	130

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)

The warriors forming the bodyguard of the Overmasters and Iron-casters are given the gift of eternal life. There is however a terrible price to pay for this 'honour', and many of these veterans end up as nothing more than war-thirsty spirits trapped inside ancient sets of fully enclosing armour.



Abyssal Berserkers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	5	4+	-	3+	10	11/13	55
Half-Regt. (10)	5	4+	-	3+	20	12/14	100
Regiment (20)	5	4+	-	3+	25	17/19	150

Special

Crushing Strength (1)

Options

- Banner (+15 pts)
- Musician (+10 pts)

Dwarf Berserkers are easily swayed by the Abyss, convinced to give up their soul in return for the promise of eternal slaughter and a never-ending supply of willing foes.



Slave Orcs*

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80

Special

Crushing Strength (1), Yellow-Bellied

The Orcs' great strength and brutal ferocity are an asset to any army, and the Abyssal Dwarfs push vast hordes of enslaved brutes towards the enemy before committing their own troops.

DECIMATORS

Also known as Thunderpipers, or Death-belchers, the Decimators are equipped with large-bore handguns that are designed to fire a cloud of shrapnel with a thunderous detonation. Each of these guns is easily capable of disabling several enemies with a single shot, and when fired in unison by the front rank of an entire regiment, the veritable hail of death they unleash is enough to cut to pieces entire formations of enemies.

Many of the Decimators guns are inscribed with runes spelling vicious curses, and the powder that primes them is allegedly infused with dark, demoniac flame brought up from the Abyss itself by teams of unfortunate slaves.

The greatest of the Abyssal Dwarfs' guns are fashioned with the leering faces of creatures from the pit. Too late, their enemies discover that this likeness is little to do with the honest artifice of the smith. Abyssal Iron-casters can bind the spirits of the lesser Abyssal creatures into iron, blending their howling souls with molten metal and casting this unnatural alloy into fell weaponry. The merest flesh wound from one of these guns brings torment and doom.

Abyssal Halfbreeds

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	4+	7	11/13	95
Regiment (10)	8	3+	-	4+	14	14/16	170

Special

Crushing Strength (2), Regeneration

Options

- Banner (+15 pts)
- Musician (+10 pts)

These debased monstrosities, product of the Iron-casters' insane crossbreeding experiments, often have the body of a quadrupedal Abyssal creature and the upper torso of a Dwarf.



Lesser Obsidian Golems

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	6+	3	-/12	40
Troop (3)	5	4+	-	6+	9	-/14	90
Regiment (6)	5	4+	-	6+	18	-/17	160

Special: *Crushing Strength (2), Shambling*

Soulless constructs animated by the dark powers of the Iron-casters, these automatons are slow and dim-witted, but extremely strong and almost indestructible.

Gargoyles*

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	-	3+	5	9/11	50
Half-Regt. (10)	10	4+	-	3+	10	10/12	90

Special: *Fly, Regeneration*

These dumb creatures always follow the armies of the Abyssal Dwarfs, hanging in the sky like a sinister pall, ready to plunge with voracious appetite onto wounded warriors and stragglers.

Katsuchan Rocket Launcher

WarEngine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	1	10/12	70

Special: *Blast (3D6), Indirect Fire, Piercing (1)*

At the start of an engagement, the Katsuchans unleash a relentless bombardment that is used to force the hand of the enemy, leaving them no choice but to retreat or advance into the waiting Decimators and Blacksouls.





'Dragon' Fire-team

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	-	4+	*	10/12	40

Special: *Breath Attack (10), Individual*

This fiendish weapon consists of a team of two, carrying a canister of a highly volatile, flammable liquid with a pipe coming from it, which is used to project great gouts of alchemical fire into the ranks of the enemy.

Angkor Heavy Mortar

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	1	10/12	90

Special: *Blast (3D6), Indirect Fire, Piercing (3)*

The Angkor mortar is a large artillery piece that fires huge shells filled with the explosive concoctions of the Iron-casters – any regiment it hits directly disappears in a cloud of smoke.

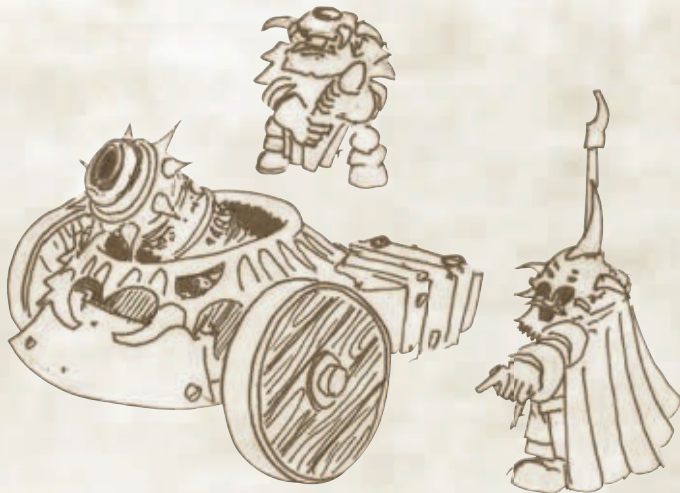
G'rog Mortar

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	1	10/12	60

Special: *Blast (2D6), Indirect Fire, Piercing (2)*

The most common guns in the service of the Abyssal Dwarfs, these versatile weapons are used both in sieges and on the battlefield, where they make it almost suicidal for the enemies to concentrate their forces.



Overmaster

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	3+	-	6+	5	14/16	130

Special

Crushing Strength (1), Individual, Inspiring



The generals of the Abyssal Dwarf armies are ruthless, cunning and armed with mighty tools of destruction and thick magical armour of obsidian and cast iron.

Overmaster on Great Abyssal

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	8	17/19	340

Special

Breath Attack (10), Crushing Strength (3) Fly, Inspiring

Huge, winged, Abyss-spawned nightmares are often used as steeds by the highest-ranking Iron-casters and Overmasters.

Army Standard Bearer

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	-	5+	1	10/12	30

Special

Individual, Inspiring

The cruel symbols born on the banners of the Abyssal Dwarfs are often the last thing many folk see as free individuals.

Iron-caster

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	-	5+	2	11/13	100

Special

Crushing Strength (1), Heal (1 - War Engines only), Individual, Inspiring (War Engines only), Zap! (3)



The Iron-casters wield the twisted fire-magic of Ariagful, evil Queen of the Black Flame.



Supreme Iron-caster on Great Winged Halfbreed

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	4+	-	5+	5	15/17	300

Special

Crushing Strength (2), Fly, Heal (2 - War Engines only), Inspiring, Zap! (5)

This evil spellcasters can channel the hellish energies of the Abyss and shape them into horrible sorceries and summoning rituals, greatly aiding the cause of the Lords they serve.

Abyssal Halfbreed Champion Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	8	3+	-	5+	6	14/16	165

Special

Crushing Strength (3), Individual, Inspiring, Regeneration



The greatest amongst the Halfbreeds are given great two-handed hammers and axes, and let loose against the enemy before their fury takes over and they endanger their own side.

Ba'su'su the Vile [1] Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	8	15/17	190

Special

Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles only), Regeneration

A halfbreed of great power, Ba'su'su the Vile, Lord of Gargoyles, is a mighty pinioned monster, tormented by the low status his halfbreed nature condemns him to.

Greater Obsidian Golem Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	6+	8	-/18	160

Special

Shambling, Crushing Strength (3)

Black stone-giants that tower over the battle-field, these monsters thunder against the enemy under the control of the Iron-casters that animated them.



✧ GOBLINS ✧

Goblins can be found in every corner of Mantica. They are a persistent nuisance, and sometimes a genuine threat, to all other creatures. Goblins are even more numerous than their Orcish cousins. For the most part, they are subservient to the larger Orcs, employed in every role in society that Orcs are too lazy to fill themselves (meaning most of them). They are deployed in war by their masters to wear down an enemy with sheer weight of numbers before the Orcs move in for the kill. Where they are not enslaved by Orcs, they form their own petty kingdoms and tribes. These are of a bewildering variety – Goblins dwell in swamps, jungle, deserts, forests, mountains, hills, caverns and even sewers. Thousands roam the mammoth steppe in huge federations of clans, riding a variety of fierce and malodorous beasts. Here they fight with savage humans and hunt the shaggy behemoths that live there.

That Goblins are related to Orcs is obvious. They share the same colour of skin, similar physiological quirks and an underlying sense of malice. A Goblin's idea of heaven is finding something smaller and weaker than itself and tormenting it to death, although in reality they are so jumpy the source of their attentions has to be half-dead already. But whereas the creation of the Orcs is relatively well-understood, not one scholar has a clear idea how the goblins came about, and it has been opined that

they are a kind of cosmic mistake, something cobbled together by lesser Abyssals while the dark gods were looking the other way. They are not entirely evil. Goblins can be traded with. As one finds the occasional truly evil man, it is possible to find the occasional truly good goblin, but such individuals are rarer than hen's teeth, and are usually murdered by their compatriots. Goblins are certainly nowhere near as brave as Orcs, exhibiting a degree cowardice that verges on the comical. The only thing that Goblins have in great abundance, apart from each other, is self-preservation.

Most Goblins are far too weaselly for proper fighting, generally taking to the field in a large, poorly armed rabble that has to be kicked toward the enemy. Whereas Orcs are badly disciplined but bold, Goblins are just badly disciplined. Given the chance, they will flee from a fight at the slightest opportunity, and must be tightly controlled by their betters if they are to function as a useful force.

The greater strategists among Orc-kind recognise this and give allow their smaller cousins bows, provided the Goblins stand in front of the Orcs and point the weapons away from them. The bow is the preferred weapon of the Goblin in any case, as they generally feel safer when they can inflict harm on their enemies from a distance, and,



should the opportunity arise, and they can get up the courage, it also affords them the opportunity for revenge on their oppressors...

Not all Goblins are quite so timid, and the larger ones will form into fighting units with some value. These Goblins commonly call themselves 'Gutrenders', although that is not how the Orcs tend to refer to them, instead derisively calling them 'Sharpsticks'. For all their bragging, Sharpstick's still exhibit some degree of Goblin fearfulness, and carry spears, the better to keep the enemy at arm's length. Shields too are favoured, the larger the better. Naturally, these items are of little use in the caverns and close tunnels of overrun Dwarf citadels where many Goblins make their home, and a close second favourite is a curved knife, preferably wielded behind the backs of their enemies.

Goblins are more ingenious than Orcs and do most of the building and smithying in their lands. They are especially cunning when it comes to devising new weapons, although it has to be said that most of them are also laughably incompetent when it comes to building them. Nevertheless, some Goblin inventions become firm favourites on the battlefield, and it is common for warriors bearing nets, lassos, spring-powered harpoons, beehive-flingers and large, iron-toothed traps to fight alongside their spear-armed brethren.

Away from the Orcs, the goblin mind can shine. They have an affinity for wicked creatures, forming alliances with all kinds of sharp-toothed, stinking beasts and possess them in great multitudes. Many are employed as draft animals or mounts. Not only do the Goblins relish the ability to escape quickly, the animal they sit upon is usually the better fighter. Another favourite asset of Goblin 'Biggits' (their generals) are the ferocious but dumb Tolls and Giants. Shambling monsters many times the size of Goblins, they follow their little masters around, either in the hope of a free meal provided by the Goblins, or in the hope of a free meal provided by a Goblin.

Among the 'free' Goblins are those Goblins who exhibit true genius. There are the Goblin wizards, or 'Wiz', who are bright enough to remember spells and the ingredients to go with them provided they are not too complicated, and Goblin Engineers, brightest of all the greenskins. How these small and stupid creatures can produce inventors intelligent enough to dabble successfully in steam power and black powder weaponry is the source of much debate, among those who care about such things. There are even rumours of an entire ramshackle city of Goblins full of bizarre machines. This mythical place is said to be the home of the Engineer's Guild, and they rule it with a (literally) iron fist. Supposedly it lies somewhere in the marshes beyond the northern border of Basilea, but few folk give this outlandish rumour much credence.

Alignment: Evil

Army Special Rules

Unless specified, all units are *Utterly Spineless*.

Utterly Spineless

Getting stuck in? That's what Orcs are for!

Any time the unit receives a 'Charge!' order, you must roll a die. If the die result is a 1, the unit 'misunderstands' the order and thinks it has been ordered to 'Halt!' instead.

Small Sharpstick Thrower

Not as powerful as a full-size version, this artillery piece is still quite unpleasant.

The unit has 1 ranged attack with Range 36" and the *Piercing (1)* and *Blast (D3)* special rules.

Big Shield

A very large shield made with several planks of wood badly strung together is good protection for the lads, and a great place for obscene pictures.

All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+ rather than 4+.



Sharpsticks

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	4+	10	12/14	75
Horde (40)	5	5+	-	4+	20	19/21	140

Special

Phalanx

Options

- Banner (+15 pts)
- Musician (+10 pts)

The best Goblin warriors (i.e. those that stand their ground at least once against the enemy) are armed with long spiky sticks, which better suit their mainly defensive combat style.

Spitters

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	5+	3+	10	12/14	90
Horde (40)	5	5+	5+	3+	20	19/21	170

Special

Bow

Options

- Banner (+15 pts)
- Musician (+10 pts)

Goblins have a natural preference for keeping their distance and peppering the enemy with missile weapons, so these diminutive archers are the most valued troops of Goblindom.

Rabble

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	4+	10	12/14	60
Horde (40)	5	5+	-	4+	20	19/21	115

Options

- Banner (+15 pts)
- Musician (+10 pts)

Equipped with scraps of armour and shields of all shapes and sizes picked up from the debris of battle, and armed with a mix of rusty, blunted blades, the Goblin Rabble are not exactly elite troops.

Mawbeasts Pack

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	3+	-	3+	5	9/11	40
Regiment (10)	6	3+	-	3+	10	12/14	75

Special

Crushing Strength (2), Nimble. Note that the handlers models are purely decorative.

The Mawbeasts are ferocious critters goaded into battle by their Goblin handlers.





Fleabag Rider Sniffs

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	5+	3+	8	9/11	65
Regiment (10)	10	4+	5+	3+	16	12/14	120

Special: Bows. *Nimble*

Options

- Musician (+10 pts)

These mounted Goblin archers excel at lightning hit and run attacks.



Fleabag Riders

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	–	4+	8	9/11	65
Regiment (10)	10	4+	–	4+	16	12/14	120

Special: *Crushing Strength (1)*, *Nimble*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Goblins give the name 'Fleabags' to any beast that they manage to tame enough to ride: giant rodents, ferocious wolves, wild dogs or even horrid giant bugs.

Trolls*

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	–	5+	3	9/11	50
Troop (3)	6	4+	–	5+	9	11/13	120
Regiment (6)	6	4+	–	5+	18	14/16	230

Special

Crushing Strength (2), *Regeneration*

Note that Trolls are not *Utterly Spineless*, as that would require too much intelligence on their part.

Trolls are large, feral humanoids whose appearance varies considerably depending on the environment they live in. However, all Trolls have dim wits and an insatiable appetite.





War-Trombone

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	-	4+	*	8/10	45

Special

Breath Attack (20), Piercing (1)

Certainly less reassuring than a sharpstick thrower because of its considerably more limited range, the war-trombones are still quite popular because these huge wheeled blunderbusses can unleash terrible destruction amongst the enemy.

Sharpstick Thrower

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	8/10	35

Special

Blast (D6), Piercing (3)

This crude bolt thrower allows its crew to 'stick' the enemy from a reasonably safe distance – this explains the huge number of volunteers that vie for this role in battle.

Big Rocks Thrower

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	8/10	50

Special

Blast (2D6), Indirect Fire, Piercing (3)

Crewing one of these catapults is the ultimate fun for a Goblin, as the great cheers that accompany each shot can attest.

Biggit

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	5+	4+	3	9/11	30

Special

Bow. Individual, Inspiring

Options

- Mount on a Fleabag, increasing Speed to 10 (+5 pts)

The largest Goblins boss around their smaller brethren in a fashion reminiscent of the Orcs they want to emulate.

Wiz

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	5+	-	4+	1	9/11	50

Special

Individual, Inspiring, Zap! (3)

Options

- Mount on a Fleabag, increasing Speed to 10 (+10 pts)

The leaders of Goblindom are known as the Wiz, all of whom are diminutive but dangerous spellcasters.



Flaggit

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	5+	-	3+	1	8/10	20

Special: *Individual, Inspiring*

Options

- Mount on a Fleabag, increasing Speed to 10 (+5 pts)

The job of carrying one of the sorcerous Wiz-banners is very sought-after, as it involves staying well away from the enemy.

Mincer

Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	3D6*	9/11	50

Special: *Big Shield, Crushing Strength (1)*

* Roll for the number of Attacks every time you resolve a melee.

Goblins make all manner of bizarre devices, including a great many war machines. Most of these are badly built, dangerous to operate and occasionally deadly to the enemy. The Mincer is all of the above.

The Mincer is essentially a carriage powered by the frantic labour of Goblins or a small steam engine. The rear sports a large counterweight, necessary to offset the huge weight of the Mincer itself, a large, cone of counter-rotating segments. An adaptation of a digging machine, the Mincer's grinding cone is fitted with blades, its purpose to be sent hurtling at high speed down a tunnel packed with Dwarfs. The Mincer's cone is thick enough to deflect a cannon shot, so it usually manages to hit the Dwarf lines and live up to its name...

Magwa & Jo'os [1]

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	4+	3	10/12	125

Special: *Crushing Strength (3), Individual, Inspiring, Vicious, Zap (3).*

Note that the *Utterly Spineless* rule in this case represents Magwa's troubles controlling his ferocious pet!

Keep the models within 1" of each other. The model of Magwa is just decorative and is always ignored, except when working out the range of his *Inspiring* rule and the range and line of sight of his *Zap* rule.

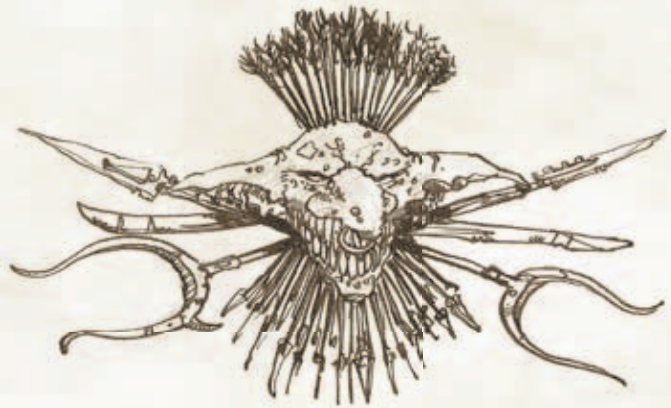
Sharpstick Slasher

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	5+	4+	8	11/13	175

Special: *Crushing Strength (3), Small Sharpstick Thrower*

A small crew of particularly brave (insane?) Goblins riding atop a wooden platform unsteadily strapped onto the back of a giant Slasher... with a sharpstick thrower on it!



Giant

Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	5+	2D6*	16/19	180

Special: *Crushing Strength (3)*

Note that Giants are not *Utterly Spineless*, as that would require too much intelligence on their part.

* Roll for the number of Attacks every time you resolve a melee

The brain of a Giant is way too small to properly control the creature's huge body. However, when goaded in the right direction, these dumb brutes are a terrible threat to any foe.



Magwa was a simple Mawbeast handler until the day he found a magical sharpstick in an abandoned Troll's lair. The powerful artefact allowed him to subdue and gain control of the mightiest of Mawbeasts – the terrible Jo'os.

ORCS

Orcs are among the vilest of all creatures; evil beings created for war. They delight in destruction, all their essence is bent towards violence, mind and body. They despise beauty and goodness, finding their presence painful, and do all they can to bring what is right in the world to ash. It is said that if they ever achieve this aim, they will then fight among themselves in the ruins of the realms of better races, unheeding and uncaring, hatred driving them on to ultimate self-destruction.

Orcs are the foot soldiers of evil. At the height of the War with Gods, Garkan the Black, the dark aspect of the God of Smiths, bethought himself that he would forge an army of man-beasts made for his armies. For 900 days and nights he toiled in his forge pits until, by the light of a blood-moon, he hauled forth in chains the first of Orc kind. Not forged of metal, these warriors, for Garkan took the living bodies of purer souls, and struck with his hammer upon them, working and reshaping them with magical heat on his forge of sorrow-cursed obsidian until they were made anew; twisted into near-animals by pain and self-loathing at what they had become.

Other gods, and later, other speaking creatures, took these monsters and experimented on them, much to Garkan's annoyance, giving rise to the confusing array of Orcoids that plague the world to this day.

Although the dark gods were cast down into the Abyss at the climax of the War With Gods many millennia ago, and Winter, the last of their kind, was finally driven from the surface of the world 900 past, their servants have prospered in the gods' absence. After Winter's armies were defeated, many lands were left empty and desolate, and more still were revealed by the melting ice. Orcs breed quickly, and they have spread like a disease to infest large tracts of this new earth. From deep caverns to the heights of the mountains, Orcs and their wicked kin dwell everywhere. Small bands of them can be found in the most civilised of lands, while in the wild north kingdoms of slaughter are raised and cast down by Orcs in relentless succession. Roving hordes of Orcs, Goblins, Hobgoblins, Half-Orcs and worse, accompanied by all manner of monsters and war engines, are a constant threat to the realms of finer folk.

Orcs are large, muscular creatures, with hugely muscled limbs and thick bones. Their hands are large and grasping, their arms long, like an ape's. They hunch habitually, but when they stand tall they overtop most men, and their body mass easily twice as great as a man's. An Orc is tireless. They are lazy creatures, but suitably motivated by the promise of war or the slaver's lash, they can run without pause for day upon day, their shuffling run eating up leagues eagerly.



Their minds are narrow and as ugly as their faces; their greatest preoccupation being the invention of ever-greater torments for the innocent and good. Humans and Elves alike (the Dwarfs know better) mistake their inability to concentrate and propensity to sudden, mindless violence as stupidity, but Orcs are far from stupid. From their father god Garkan the Black they have inherited an affinity for making; and though their creations are crude and ugly to others' eyes, they are strong. Orcs are capable of awesome feats of smithying and engineering when inspired - the might of their war machines and weapons is surpassed only by the twisted ingenuity of their instruments of torture.

Orcs have long faces and fang-lined maws. Their tongues are clumsy, ill-suited to speech, and their language is harsh, full of rasping and barking. Above tiny, hooked noses their red eyes glimmer in deep sockets like pits, miniature copies of the Abyss itself.

Wherever there are Orcs, there are their kinsfolk, the Goblins and Urkin. Lesser creatures than the Orcs, what the Goblins lack in size they make up for in viciousness. Many other sub-species of Orcoid curse the world - Greater Goblins, Hobgoblins and the vile Half-Orcs. There are many, many types of these creatures, and the scholars of the speaking peoples spend much time in categorising and describing them, but in truth they are all the same, and interbreed freely. All were forged by evil for evil intent, no matter their size or strength.

Orc Heroes

As far as an Orc is concerned, might is right. He who hits hardest laughs longest, and all of their leaders have had to fight their way into their positions of power. A good Orc chief might last a decade or more, before age, infirmity or old wounds weaken him, and then he will be bested in combat by another Orc and replaced, his body devoured at his vanquisher's victory feast. It is a brutal way of life, but the Orcs do not bemoan it. For them it is the way of things, and so only right. Other creatures that follow more civilised ways they see as weak and feeble.

As a result, Orc heroes tend to be very large. Big Orcs are stronger Orcs, and so big Orcs are more likely to be king. Powerful Orcs are marked out from youth. This can be dangerous, as some Orc chiefs prefer to cull the bigger young, sparing themselves from the blade for a few years longer, and Abyssal Dwarf slavers follow this line of reasoning religiously, to prevent rebellion. Many Orc kings, however, have little truck with this, holding that to kill the biggest and best weakens the tribe, and a king with a weak tribe is nothing. With weak followers, a king's achievements will be unremarkable, and his name forgotten to song and legend. To be forgotten is the fate of most chiefs; but to be remembered for all time is the goal of them all.

Alignment: Evil

Army Special Rules

All units have the *Crushing Strength (1)* special rule, or better if stated in their entry.

Goblin Stabby Sneek

Goblin Stabby Sneeks are tiny treacherous assassins of uncommon bravado.

Mark a Krudger that is accompanied by a Sneek with an appropriate model. The Krudger then counts as being equipped with a throwing weapon. When you send the Sneek on a stabby mission, roll 3 dice to hit, regardless of the firer's Attacks. The Sneek always hits on 4+, regardless of modifiers. Roll to damage as normal. After this, roll a die. On a 3 or less the Sneek has been caught by the enemy and is removed. On a 4+ he goes, stabs and returns to the Krudger's side cackling with evil satisfaction.

Goblin Zappy Sneek

Zappy Sneeks are clever little imps gifted with nasty and unpredictable magical powers.

Mark a Krudger accompanied by a Sneek with an appropriate model. The Krudger has the *Zap (1)* special rule. Each time you order the Zappy Sneek to zap someone, roll a die. On a 2+ the Sneek obeys, but if you roll a 1, he zaps the Krudger instead and disappears in a puff of rancid-smelling smoke (remove the model).

There are Goblin chiefs and war leaders, and even those who wield power in the domains of the Orcs. But they are rare beings, and if there are Orcs nearby, Goblin tribes are usually crushed and subjugated. However, Goblins do have one big advantage over their larger relative, and that is magic. Orcs have very little affinity for wizardry, and certainly lack the patience. Goblins, on the other hand, are quite imaginative creatures, and among their kind spell-weavers of sort can be found; beast-callers, shaman and other low kinds of wizard, natural born and untutored, although some are powerful indeed...



Ax

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	–	5+	10	10/12	75
Regiment (15)	5	4+	–	5+	10	12/14	90
Krudgiment (20)	5	4+	–	5+	10	13/15	100
Horde (30)	5	4+	–	5+	20	17/19	150
Krudghorde (40)	5	4+	–	5+	20	20/22	190

Options

- Banner (+15 pts)
- Musician (+10 pts)

Named after the vicious axes they carry, the orcs forming the core regiments of the Orc hordes also carry sharpened, spiked shields that are as much a weapon as protection.



Greatax

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	–	4+	10	10/12	80
Regiment (20)	5	3+	–	4+	10	13/15	105
Horde (40)	5	3+	–	4+	20	20/22	200

Special

Crushing Strength (2)

Options

- Banner (+15 pts)
- Musician (+10 pts)

The toughest, strongest Orcs discard their shields, so that they can have both hands free to wield the huge two-handed cleavers they call 'greatax.'



Sniff

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	4+	5+	3+	5	9/11	50
Half-Regt. (10)	6	4+	5+	3+	10	10/12	90

Special

Bows. *Vanguard*

Options

- Musician (+10 pts)

A wilder, smaller sub-race of Orcs, the Sniff are unique amongst their race because they like to use bows. Other Orcs think them cowardly, but their keener senses make them useful as scouts.

Trolls*

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	–	5+	3	9/11	50
Troop (3)	6	4+	–	5+	9	11/13	120
Regiment (6)	6	4+	–	5+	18	14/16	230

Special

Crushing Strength (2), Regeneration

Trolls are stupid, ravenous humanoids whose appearance varies depending on the area in which they live – swamp Trolls are for example very different from hill Trolls or ice Trolls.

Morax

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	20	10/12	115
Regiment (20)	5	3+	-	4+	20	13/15	150

Options

- Banner (+15 pts)
- Musician (+10 pts)

Experts in fighting with a large axe in each hand with uncanny ease, these ruthless veterans are a fearsome foe.



Orclings *

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	5+	-	3+	5	7/10	25
Troop (3)	4	5+	-	3+	15	9/12	70
Regiment (6)	4	5+	-	3+	30	12/15	135

Special: *Vicious.* Orclings do not have *Crushing Strength*.

Malevolent imps of very little consequence, but source of very great irritation for everyone.



Gore Riders

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	8	10/12	85
Regiment (10)	8	3+	-	5+	16	13/15	150

Special

Crushing Strength (2)

Options

- Banner (+15 pts)
- Musician (+10 pts)

Gores need little reason to disembowel anyone that gets too close, making them perfect battle-mounts for bloodthirsty Orcs.



Fight Wagons

Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	6	9/11	70
Troop (3)	6	3+	-	5+	18	11/13	150
Regiment (6)	6	3+	-	5+	36	14/16	285

Options

- Banner (+15 pts)
- Musician (+10 pts)

These bizarre contraptions consist of a wheeled platform crammed full of eager Morax at the front, pushed by two gores enclosed in an armoured compartment at the back.

Gore Chariots

Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	7	3+	-	5+	3	9/11	55
Troop (3)	7	3+	-	5+	9	11/13	120
Regiment (6)	7	3+	-	5+	18	14/16	230

Special: *Crushing Strength (2)*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Sometimes a pair of Gores is attached to a war-chariot carrying a couple of Orcs armed to the teeth. Their tactic is simple: charge at the nearest enemy regiment.





Krudger

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	–	5+	5	13/15	120

Special

Crushing Strength (2), Individual, Inspiring

Options

- Mount on a Gore, increasing Speed to 8 (+20 pts)
- Goblin Stabby Sneak (+10 pts)
- Goblin Zappy Sneak (+15 pts)



The Krudgers have managed to make it to the top of Orc society.

Krudger on Slasher

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	3+	–	5+	10	16/18	200

Special

Crushing Strength (3), Inspiring

Almost as prized as their winged brethren, Slashers are giant carnivorous reptiles, all fangs, claws and bad attitude. Only an equally lethal Orc leader can think of using one as a mount.

Krudger on Winged Slasher

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	–	5+	10	16/18	300

Special

Crushing Strength (3), Fly, Inspiring

The fiercest and most successful Orc leaders sometimes manage to tame and ride into battle one of the great winged serpents that inhabit the mountainous regions they rule over.

GAKAMAK THE SMASHER

There is little love lost between the Abyssal Dwarfs and the Orcs. The heartlands of both these wicked races centre upon the great Abyss, whence all the evil in the world issues.

The Orcs are regarded as unpredictable and destructive by the Abyssal Dwarfs, and despite similar goals – the subjugation of the kingdoms of other races – the Orcs and Abyssal Dwarfs find themselves battling one another more often than not.

The Abyssal Dwarfs have bound the Abyss in rings of fortresses of iron and obsidian, although periodically some mighty Orc Krudger comes along and throws it all down. The Orcs may be a plague upon the world, but if it were not for them the Abyssal Dwarfs would be able to direct all their unholy energies south, towards the lands of gentler folk.

One such Krudger was Gakamak the Smasher. His early history is unknown; he fought his way from obscurity to fame, and like many Krudgers, descended the same way. But for a brief period, Gakamak's name was whispered with dread as far away as Ileuthar. His tribe rose rapidly, defeating other Orcish petty kings and Goblin chiefs, incorporating the remnants of their armies until he headed a mighty horde. He betrayed the Abyssal Dwarfs, slaying several of their lords at a feast, simultaneously

launching assaults on their lands. Only the deaths of thousands of slaves halted Gakamak.

Frustrated, the Krudger headed into the wild tundra to battle monstrous beasts and Ogre tribes. Some say he is there still, and fear the day he decides to return to his homeland.



Flagger

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	4+	2	9/11	30

Special

Individual, Inspiring

Options

- Mount on a Gore, increasing Speed to 8 (+5 pts)

Trying to convince these hand-picked Orc champions not to use the large implement they carry to hit the enemy on the head is not difficult... it's pointless.



Giant

Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	5+	2D6*	16/19	180

Special

Crushing Strength (3)

* Roll for the number of Attacks every time you resolve a melee

A Giant is a huge humanoid, a veritable mountain of bone, sinew and flesh with a very, very tiny brain and a massive appetite.

Krudger on Gore Chariot

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	3+	-	5+	7	14/16	145

Special

Crushing Strength (3), Inspiring

Options

- Goblin Stabby Sneak (+10 pts)
- Goblin Zappy Sneak (+15 pts)

Gore chariots make less impressive rides than a slasher for an Orc general, but are much safer...

Wip the Half-cast [1]

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	4+	1	11/13	120

Special

Elite, Heal (3), Individual, Zap! (5)

Note: Wip does not have *Crushing Strength*

Strange things keep happening around Wip... things connected with his bizarre powers, his frail yet agile body... and his pointy ears.



✧ TWILIGHT KIN ✧

To the east of Elvenholme, in those empty places that fill the space between the remaining lands of the Eastern Kindred and the Kingdom of Ophidia, the desert holds a terrible secret. Far from any caravan route the desert hills open up into a vast round hole. Fringed by cliffs hundreds of feet high, this pit is sheer-sided and seemingly impassable. To be lost in the desert and reach this place would be torment, upon the floor an unbroken canopy of green can be seen surrounded a lake. Waterfalls cut quick and clean through the parched air, raising cool mists. It is an oasis, a green jewel in the endless brown wastes of Ophidia, but there is no way down to this verdure, no way to wash the bitter sand from the mouth, and it is ringed with skeletons of those who found it and perished within sight of salvation.

In any event, to attempt descent would be foolish in the extreme, and not only because the forest is home to huge and terrifying reptiles. This is the Mouth of Leith, also known as the Pit of Despair. This is the gateway to the lands of the Twilight Kin.

Elves are as capable of evil as they of good, and although most choose a life of goodness, there are those to whom wickedness is irresistible. For long ages the Twilight Kin were a network of secret cabals within respectable

Elven society whose membership was made up of the jaded and perverse. They would meet under dark skies to celebrate the shadowy sides of the Celestians, for the ancient deities of Mantica encompassed good and ill within one form.

It was only with the shattering of Fenulian's mirror that the Twilight Kin gained real influence. As the world fell from perfect balance into violence, certain magically gifted members of these cults sought out the attentions of the Wicked Ones. Flattered by the worship of the most ancient of races, the Wicked Ones provided the mages of the Twilight Kin what they desired – quick and easy roads to power.

With their new found might, these mage-lords corrupted their kin, appealing to the arrogance of the Elves. They were the first people, they said, they were the true masters of the earth. Too long had they bowed their knees to the Celestians and given too much to the lesser creatures of the world. At such a time, when the world was in uproar, their words found a ready audience. And such Elves who could not be turned by their reason were twisted by magic. The Eastern and Southern Kindreds in particular lost many of their brothers and sisters to the darkness, a secret that is never acknowledged today.



Alignment: Evil

Army Special Rules

All units have the *Vicious* special rule.

As the Elves fought against the new dark gods they were suddenly assailed by a fifth column of black-clad Elves. For the first time in history Elf killed Elf, and the streets ran with blood. In desperation, Calisor Fenulian called upon the Shining Ones. In their callow vigour, the new gods' response was terrible. Calisor watched in horror as the Shining Ones smote the lands of the Eastern and Southern kindreds with a dire curse. A sandstorm blew up from the depths of the desert that lasted for one hundred days. Thousands of elves on both sides perished, and much that was good was destroyed. The curse continues today. The desert advances still upon the east and remaining scraps of the south. Just punishment, some Elves say. Both these kindreds are somewhat distrusted even now, no matter that they slew their dark kin far more readily than the others, such was their shame.

A handful of Twilight Kin fought their way through the desert's wrath. They died by the score until only one hundred remained. Almost blinded by the scouring of the sand, the mage Kandanareth fell to his knees and beseeched the wicked ones to save their servants. In response, the sand shifted. Kandanareth staggered back as a hole opened in the ground. A cave appeared before them, leading down into Leith.

Ever since, this has been the home of the Twilight Kin.

Under the sands is a network of caves so extensive they have never been fully explored. Water-bearing rocks nourish it. Caverns extend all the way to the sea, where the slaving fleets of the Twilight Kin are based.

Dwelling in the bowels of the earth has wrought changes upon the fair Elven form. These Elves are unusually pale or even blue-skinned. They dislike sunlight, and are morbid of humour, cruel and wicked. No torment is too great to be inflicted on others for their amusement. Slaves from all over the world labour in their fields, the stinging whips of Elven overseers eager to draw blood from those who displease them. To enter the Mouth of Leith is to enter a world of unending suffering, as many a creature has been unfortunate to discover.

The Twilight Kin are not a numerous race. Lacking the ability to field large armies, they have become masters of poison, subterfuge and magic. Assassins walk the cities of others in the guises of less reviled kindreds, murdering those their seers foresee will cause problems for the Twilight kin in the future. Their sorcerers are terrifyingly powerful, and can bring dark spirits to

serve them. Thus when they do take to the field the forces of the Twilight Kin are bolstered by all manner of diabolical evil summoned from the Abyss. Their knights are mounted on twisted, unnatural creatures. Gargoyles swarm in the air. Stone idols, imbued with the power of the Wicked Ones, stride among the ranks of spearmen and crossbowmen, their fanatical acolytes dancing the killing dance in their wake.

The Elves are in a state of constant war with the Twilight Kin, and will ordinarily kill them on sight, except in one place. In Ileuthar, any Elf is welcome, and the ambassadors of the dark ones visit court there openly. The Elves treat with the Twilight Kin, praying for reconciliation, hoping to turn back their cousins from darkness. As for the Twilight Kin, they delight in spreading doubt, showing up the lessened nature of the other Elves with displays of riches and magical power.



Twilight Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	–	4+	10	11/13	85
Regiment (20)	6	4+	–	4+	10	14/16	110
Horde (40)	6	4+	–	4+	20	21/23	210

Special
Phalanx

Options

- Banner (+15 pts)
- Musician (+10 pts)

A dense formation of locked shields and black-shafted spears with poison-coated tips is enough to deter most chargers.

Darksome Guard

Infantry

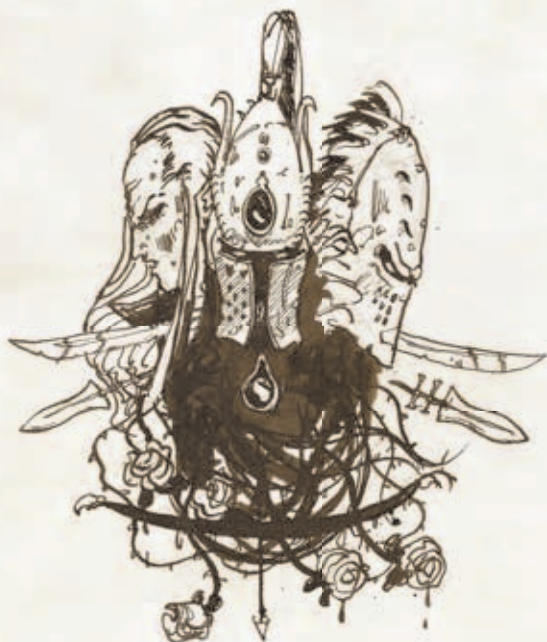
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	3+	–	4+	5	10/12	50
Half-Regt. (10)	6	3+	–	4+	10	11/13	90
Regiment (20)	6	3+	–	4+	10	14/16	120

Special
Crushing Strength (1)

Options

- Banner (+15 pts)
- Musician (+10 pts)

The most experienced and skilled of the Twilight Kin warriors are given great glaives and other pole arms, which they wield with unsurpassed skill.



Buccaneers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	4+	15	11/13	115
Regiment (20)	6	4+	4+	4+	15	14/16	150
Horde (40)	6	4+	4+	4+	30	21/23	285

Special
Hand crossbows (treat as thrown weapons)

Options

- Banner (+15 pts)
- Musician (+10 pts)

Armed to the teeth with a selection of serrated shortswords, long knives and hand crossbows, these sea dogs excel at boarding actions and close-quarter fighting – their savage battles against other marine troops, and particularly the Sea Guards of the Elves, are legendary.

Blade-Dancers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	7	3+	–	3+	10	10/12	60
Half-Regt. (10)	7	3+	–	3+	20	11/13	110
Regiment (20)	7	3+	–	3+	25	14/16	160

Special
This unit always has a Musician (cost already included).
Headstrong

Options

- Banner (+15 pts)

Members of cabals of Abyss-worshippers, the Blade-dancers are for the most part female, rushing to battle in a frenzied, bloody rage.

Twilight Crossbowmen

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	4+	10	11/13	120
Regiment (20)	6	4+	4+	4+	10	14/16	160
Horde (40)	6	4+	4+	4+	20	21/23	305

Special

Light crossbows (treat as bows)

Options

- Banner (+15 pts)
- Musician (+10 pts)

Replacing their hated kin's longbows with light crossbows, the Twilight Kin are infamous for poisoning their black-feathered darts.



Gargoyles *

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	–	3+	5	9/11	50
Half-Regt. (10)	10	4+	–	3+	10	10/12	90

Special

Fly, Regeneration

These lesser Abyssals of limited intelligence always follow the Twilight Kin armies to battle, hanging in the sky like a sinister pall, ready to plunge onto the wounded and the stragglers with voracious appetite.



Shadows

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	3+	10	11/13	105
Regiment (20)	6	4+	4+	3+	10	14/16	140

Special

Light crossbows (treat as bows).
Nimble & Vanguard (Troop only)

Options

- Banner (+15 pts)
- Musician (+10 pts)

The Shadows are saboteurs and assassins, whose favourite tactic consists in poisoning the water reserves of the enemy.

Dark Knights

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	–	5+	9	11/13	95
Regiment (10)	8	3+	–	5+	18	14/16	175

Special

Crushing Strength (2)

Options

- Banner (+15 pts)
- Musician (+10 pts)

These twisted knights are mounted on either flesh-eating horses, scaly, horned aberrations or other halfbreed beasts.

Heralds of Woe

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	4+	3+	5	11/13	90
Regiment (10)	10	4+	4+	3+	10	14/16	160

Special

Light crossbows (treat as bows). Nimble

Options

- Musician (+10 pts)

These lightly armed scouts are masters at harrying the enemy for days, getting close enough to pick out any stragglers with poisoned darts before riding fast out of range.

Abyssal Riders *

Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	5+	4	10/12	60
Troop (3)	7	4+	-	5+	12	12/14	140
Regiment (6)	7	4+	-	5+	24	15/17	265

Special: *Crushing Strength (1), Regeneration*

Options

Troops and regiments can have:

- Banner (+15 pts)
- Musician (+10 pts)

Only the Blade-dancers are mad enough to ride spider-fiends and other monsters summoned out of the Abyss.

Twilight Bolt Thrower

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	-	4+	4+	2	10/12	75

Special: *Blast (D3), Piercing (2)*

The crew of these war machines are not as well-trained as those of the Elves, but they make up for it with abundant use of venom.

Twilight Dragon Breath

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	-	-	4+	*	10/12	60

Special: *Breath Attack (20)*

The concoctions of alchemical fire used by the Twilight Kin unleash poisonous fumes that make these weapons even more horrific.

Dark Lord

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	5	14/16	120

Special: *Crushing Strength (1), Individual, Inspiring*

Options

- Mount on a horse, increasing Speed to 9 (+20 pts), or mount on a Black Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+40 pts)

These sinister overlords are obsessed with gaining power and dominance over all races.

Lower Abyssals *

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	20	11/13	115
Regiment (20)	5	4+	-	4+	20	14/16	150
Horde (40)	5	4+	-	4+	40	21/23	285

Special: *Regeneration*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Legions of lesser denizens of the Abyss are summoned to the battlefield with ghastly rituals to do the bidding of the Twilight Kin.



Dark Lord on Dragon

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	8	17/19	350

Special

Breath Attack (15), Crushing Strength (3), Fly, Inspiring

Not all Dragons are of noble soul, and some share the twisted greed of the Twilight Kin.

Lordling on Winged Abyssal

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	5	13/15	120

Special

Crushing Strength (2), Fly

Riding a wicked half-breed monster greatly increases one's status and is quite exhilarating.

High Priestess of the Abyss Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	1	11/13	110

Special

Breath Attack (10), Individual, Zap! (5)

Options

- Mount on a horse, increasing Speed to 9 (+10 pts), or mount on a Black Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+40 pts)

The High Priestesses are the true power behind the throne in many a court.



Twilight Army Standard Bearer Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	4+	1	10/12	30

Special

Individual, Inspiring

Options

- Mount on a horse, increasing Speed to 9 (+5 pts)

The emblems these chosen guardsmen carry are reviled by all free people.



Death Stalker Simulacre [1] Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	6+	10	20/22	375

Special

Crushing Strength (3), Elite

In dark times, an Evil God of the Abyss can imbue one of its stone effigies with its power.

Dark Avenger Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	3	11/13	60

Special

Crushing Strength (1), Individual

Options

- Mount on a horse, increasing Speed to 9 (+10 pts), or mount on a Black Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+20 pts)

Perfecting their martial skills is the only concern for these lone warriors.

Abyssal Fiend Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	5+	7	19/21	325

Special

Crushing Strength (3), Regeneration

Options

- Can have wings, gaining *Fly* and increasing Speed to 10, but reducing Defence to 4+ (+25 pts).
- Can have the *Breath Attack (10)* special rule (+25 pts).
- Can have the *Zap! (5)* special rule (+25 pts).

These creatures vary enormously in size, shape, powers and level of intelligence and cunning.

Assassin Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	3+	4+	4	11/13	90

Special

Thrown weapons. Crushing Strength (1), Vanguard, Individual, Piercing (1), Stealthy

Many heroes have met an untimely end at the hands of these most skilled murder artists.



☿ UNDEAD ☿

Necromancy is the most abhorrent of sorcery, and those who practise it are hated and feared in equal measure. In all civilised places, its use is outlawed. Those caught studying these black arts are likely to find themselves dragged in ensorcelled iron to a painful execution, but established Necromancers are never short of acolytes. Necromancy offers immortality to those who master it, never mind that few actually do, and that the price of failure is to be condemned for eternity to the endless cold and night of the Utterdark.

For that handful that escape detection and that succeed in their quest, such devotion does have its rewards – the most powerful Necromancers are all but immortal. In violation of natural law, Necromancers are able to use their power to defy death itself, extending their own lives virtually indefinitely. Furthermore, they are able to create armies to do their bidding and seize power of a more mundane sort. Invoking powers learnt from ancient tomes, they are able to make corpses clamber back to their feet, and skeletons claw their way up from ancient battlefields. The greatest Necromancers are able to raise armies numbering the tens of thousands, armies that never tire, never need feeding, and never disobey.

Necromancy is a hateful art. The souls of those risen by its black magics are dragged screaming from whatever

afterlife they might inhabit and forced back into their decayed mortal frames. Trapped in prisons of decayed flesh, they can only watch as their new master uses their very essence as a fuel to drive their old body on as a magical automaton, hacking down the innocent. Worse by far is the fate of those imprisoned – if the vessel is destroyed, there is a good chance that the summoned soul will not be able to find its way back to its rest. Such benighted spirits wander Mantica in agony until laid to rest by priest or paladin, or are cast out into the Utterdark for all time. It is for this reason that its practice causes such revulsion in right-thinking folk.

Of course, there are those wicked creatures, tormented in infernal planes of existence, who welcome a return to the land of the living, even if it is as an unfeeling corpse. These spirits are the most dangerous of a Necromancer's servants, for they obey him willingly and are thus allowed some measure of self-determination.

Ophidia is a hotbed of necromancy. In this ancient kingdom all manner of vile magical practises are condoned and encouraged. In Ophidia necromancy, demonology and other unnatural arts are studied like any other school of magic, and there necromancers are given high status. Far from being reviled, the people of that strange land worship the Necromancer-priests



of the great temples. They can call back the dead, and so the common man sees for himself some measure of immortality. Ophidia is unusual in that its armies consist of undead and live warriors marching side by side, and its monumental buildings are raised by the labours of the dead. The Ophidians are bemused by the reactions of others to their dead magic, pointing out with some justification that necromancy helps to keep their kingdom mighty.

The work of Ophidia's dark scholars has unleashed many unclean things, close to the realm of death yet not truly dead, to prowl the dark. Both vampires and Ghouls are reckoned to be the products of the sorcerers of Ophidia, who, in searching for elixirs to grant immortality, have instead made monsters. Ghouls are little more than mindless beasts, but Vampires are truly dangerous. In their creation, the sorcerers of the desert were partially successful. Vampires are indeed immortal, barring the destruction of their body they cannot die, and even something as final-seeming as burning or dismemberment is no bar to continued life for the strongest of their number.

Time and again some vampire lords have been slain and their ashes dispersed, only for their corrupt souls to grow a new body in some forgotten crypt. This longevity is bought at great price. Although preternaturally swift and strong, their bodies are prone to bizarre afflictions. Some can not cross running water, or burst into fire at the touch of the sun. Many of them carry the stink of the charnel house around with them wherever they go, some are made bestial, some cannot speak. They hunger eternally for blood, and are inclined to terrible cruelty as they search for it. Many of them possess at least a grain of conscience, and are tormented by every life they take. Others immerse themselves in savagery, only to come to horrified realisation as to what they are every so often where they are tormented first by shame and guilt, and then by horror as their red thirst reasserts itself. Because of this many vampires are mad, and all suffer torments of the soul. Vampirism is a curse, bestowed as a gift.

Despite its many and hideous drawbacks, vampirism exerts a lure equal to that of necromancy. Vampires can be beautiful, terrible and glorious, above the concerns of humanity, and powerful magicians in their own right. For this reason they are actively courted as often as they are hunted.

Ultimately, no good can come of Necromancy. It is the burden of all thinking, living things to come to terms with their mortality, and the existence of necromancy is yet another sign of Mantica's lack of balance. Like all dark magic Necromancy can be traced to the Abyss. There, at the bottom of the fiery pit, Durunjak, dark god of death, laughs every time an unwilling spirit is forced from heaven to suffer in a necrotic shell.

Alignment: Evil

Army Special Rules

All units are *Evil Dead*.

Evil Dead

The greatest horror of fighting the Undead is that your fallen comrades rise immediately back up to join the ranks of the enemy.

Every time the unit manages to inflict one or more points of damage against an enemy in melee, it regains a single point of damage that it has previously suffered.

Dark Surge (n)

Forward my minions! Forward! Muahahahaha!

The unit has a ranged attack that can only target friendly *Shambling* units. You roll (n) dice for this ranged attack rather than using the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. For every hit 'inflicted', the friendly unit moves straight forward a full inch (stopping 1" from friendly units). If this movement brings it into contact with an enemy unit, treat this as a successful charge. However, the charged unit will not take any Nerve tests for damage it has taken in that Shoot phase.

Undead Giant Rats (or are they Dogs?)

These creatures follow the shambling hordes into battle, their venomous bites helping to spread the curse of the living death.

Mark a unit that has been equipped with Undead Giant Rats (or are they Dogs?) with one or more such models. This increases the effects of the *Evil Dead* rule – the unit recovers one point of damage it has suffered per point of damage it inflicts in melee, rather than a single one. However, at the end of each melee in which the unit fights, roll a die. On a result of 1-3 the Rats (Dogs?) have been trampled in the melee – remove the Rat (Dog?) models, and the unit loses this ability.



Revenants

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	–	5+	10	–/14	85
Regiment (20)	5	4+	–	5+	10	–/17	110
Horde (40)	5	4+	–	5+	20	–/24	210

Special: *Shambling*

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)

Revenants are the reanimated rests of elite fighters, belonging to Guard regiments and other troops that were better equipped and trained than the average. This results in tougher, more skilled and more resilient undead warriors.



Wraiths

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	–	6+	5	–/12	110
Half-Regt. (10)	10	4+	–	6+	10	–/13	200
Regiment (20)	10	4+	–	6+	10	–/16	265

Special

Crushing Strength (1), Fly, Shambling

The souls of the most powerful enemies of the Vampires and Necromancers are cursed to a ghostly quasi-existence, serving their masters in death.



Revenants

In ages past, the mightiest of heroes and chieftains who fell in battle were entombed in cairns and barrows of stone and earth, still garbed in the armour they wore in life. Surrounded by their earthly wealth, they were sealed in with curses and hexes, ensuring that none disturbed their eternal slumber. However, while these ancient spells of warding might keep centuries of tomb robbers at bay, they pose little hindrance to the most powerful Necromancers.

Their tombs defiled, these ancient heroes are infused with the Necromancer's power and rise to become Revenants, deadly undead warriors whose power is far greater than that of the lesser Undead. Though their flesh has long since rotted from their bones, they are encased in heavy ensorcelled

armour of bronze and iron, making them nigh on impossible to destroy. Their weapons radiate a deadly chill, and it is said that those felled by these cursed blades are damned for all eternity, their souls forfeit.

The Revenants form the armoured elite of a Necromancer's army, and there are few living warriors with the strength or nerve to stand against them.



Skeletons

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	4+	10	-/13	55
Regiment (20)	5	5+	-	4+	10	-/16	70
Horde (40)	5	5+	-	4+	20	-/23	135

Special: *Shambling*

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Undead Giant Rats (Dogs?) (+30 pts)
- Take spears, gaining *Phalanx*, for +5 pts (Troops), +15 pts (Regiments) or +25 pts (Hordes)



The Necromancers and Vampires can rely on the Skeletons' unquestionable esprit de corpse.

Skeleton Archers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	6+	5+	3+	10	-/13	55
Regiment (20)	5	6+	5+	3+	10	-/16	70
Horde (40)	5	6+	5+	3+	20	-/23	135

Special: Bows. *Shambling*

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Undead Giant Rats (Dogs?) (+30 pts)



If a creature was a good shot in life, it can be raised from the grave with a modicum of its former skill. It's not a coincidence that most skeleton archers were once Elves.

Mummies

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	4	4+	-	6+	5	-/14	120
Half-Regt. (10)	4	4+	-	6+	10	-/17	220
Regiment (20)	4	4+	-	6+	10	-/24	295

Special: *Crushing Strength (2)*, *Regeneration*, *Shambling*

The embalmed corpses of these ancient warriors from the southern deserts are slow, but almost impossible to destroy.

Wights

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (3)	5	4+	-	5+	9	-/15	180

Special: *Crushing Strength (4)*, *Vicious*, *Shambling*

The malevolent Wights that infest the mist-clad barrows of the wilderness were once kings of ancient realms.



Zombies

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	–	3+	15	–/15	65
Horde (30)	5	5+	–	3+	30	–/19	95
Swarm (40)	5	5+	–	3+	30	–/22	120
Endless swarm (60)	5	5+	–	3+	40	–/30	200

Special: *Shambling*

Options

- Banner (+15 pts)
- Musician (+10 pts)



Zombies are freshly raised corpses, and their numbers grow exponentially during a campaign as the bodies of felled enemy soldiers and civilian victims alike swell their ranks.

Ghouls

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	–	3+	10	9/11	60
Regiment (20)	6	4+	–	3+	10	12/14	80
Horde (40)	6	4+	–	3+	20	19/21	150



The ghouls are not strictly walking dead, but rather deranged cannibals and eaters of the dead that slowly lose their minds to the horror of their lives, turning into savage creatures half-human, half-undead.

Werewolves

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	–	6+	3	10/12	70
Troop (3)	9	3+	–	6+	9	12/14	150
Regiment (6)	9	3+	–	6+	18	15/17	285

Special: *Crushing Strength (1), Nimble*

The curse of Lycanthropy turns its victims into huge wolf-hybrids, nigh-invulnerable to most weapons and fighting, with speed and strength beyond the limits of mortal flesh.



Soul Reavers

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	6+	13	12/14	185
Regiment (10)	8	3+	-	6+	26	15/17	335

Special

Crushing Strength (2)

Options

- Banner (+15 pts)
- Musician (+10 pts)

The Soul Reavers are composed exclusively of Vampire knights, the most formidable warriors amongst the living dead – not many enemies are brave enough to stand their ground against one of their devastating charges.



Revenant Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	5+	8	-/14	85
Regiment (10)	8	4+	-	5+	16	-/17	155

Special

Crushing Strength (2), Shambling

Options

- Banner (+15 pts)
- Musician (+10 pts)

The knights that have fallen fighting the undead are often condemned to renege their vows in the most odious of ways, feasting on the souls of those they had sworn to defend in life.



Balefire Catapult

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	-/12	65

Special

Blast (2D6), Indirect Fire, Piercing (3), Shambling

Certainly not precise or fast, the skeletons crewing these war machines are nevertheless more reliable than their living counterparts and totally relentless in their occupation.



Mhorgoth the Faceless [1] Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	4+	–	6+	5	17/19	400

Special

Crushing Strength (1), Breath Attack (15), Dark Surge (12), Fly, Heal (6), Inspiring, Zap! (6), Regeneration



A curse upon the whole world, Mhorgoth the Faceless, the greatest of Necromancers, rises again to continue his unholy quest – turning all living things into undead abominations under his control.

Undead Army Standard Bearer Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	–	4+	1	–/12	25

Special

Shambling, Individual, Inspiring

Options

- Mount on an undead horse, increasing Speed to 8 (+5 pts)

Most undead are uninterested in honour and duty, but the sorceries that imbue the gory standards of their armies are a source of unliving energy that sustains the minions of the Undead Lords.



Vampire on Undead Pegasus Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	–	5+	10	14/16	285

Special

Crushing Strength (2), Dark Surge (3), Fly, Heal (3), Inspiring, Zap! (3)

The sight of one of these mighty creatures soaring above the battlefield wielding its powerful magic is often enough to spread blind panic amongst the enemy.



Vampire Lord Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	3+	–	6+	8	14/16	275

Special

Crushing Strength (2), Dark Surge (3), Heal (3), Individual, Inspiring, Zap! (3)

Options

- Mount on an undead horse, increasing Speed to 8 (+20 pts)

These most powerful undead lords combine an unparalleled fighting ability with great necromantic powers.

Cursed Pharaoh Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	–	6+	5	18/20	200

Special

Crushing Strength (2), Dark Surge (6) (Mummies only), Individual, Inspiring (Mummies only), Regeneration

Driven by a willpower that conquered death itself centuries past, these fallen nobles are almost unstoppable in their unquenchable wrath. Great is their ire and the vengeance they exact on those that are greedy and foolish enough to dare violate their majestic burial complexes.

Necromancer

Hero

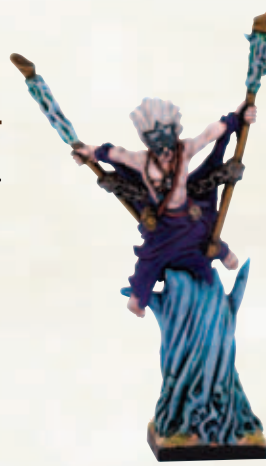
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	5+	-	4+	1	11/13	110

Special

Dark Surge (8), Heal (3), Individual, Zap! (3)

Options

- Mount on an undead horse, increasing Speed to 8 (+15 pts)



Twisted wizards who have dabbled uncautiously with the dark lore of necromancy, these individuals have turned into unliving servants for the lords of the undead.

Liche King

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	5+	-	4+	1	14/16	180

Special

Dark Surge (10), Heal (5), Individual, Zap! (5)

Options

- Mount on an undead horse, increasing Speed to 8 (+20 pts)

Ancient kings who prolonged their wicked lives using forbidden arts until their bodies wasted away, the accursed Liche Kings are perhaps the most skilled of undead sorcerers.

Revenant King

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	5+	5	14/16	120

Special

Crushing Strength (1), Dark Surge (6), Individual, Inspiring

Options

- Mount on an undead horse, increasing Speed to 8 (+15 pts)

Buried in their barrows together with their most precious weapons and armour, the Revenant Kings make superb officers for the legions of Skeletons and Revenants.



TOURNAMENTS

Tournaments are a great occasion for meeting other players and enjoying the hobby with similarly-minded gamers. The friendly banter and tall stories of miniature warfare make these events memorable, regardless of the outcome.

In this section, you will find an example Tournament Pack, which is essentially the one we use at Mantic for the tournament we organize.

Armies

This tournament uses the Kings of War 2012 rules (3rd edition), with a maximum total of 1750 Points.

Players may choose from the eight official Kings of War army lists: Elves; Orcs; Dwarfs; Kingdoms of Men; Abyssal Dwarfs; Undead; Goblins; Twilight Kin.

Fan Lists

Fan-lists are considered unofficial and may not be used.

Allies

No Allies are allowed, only 'pure' armies.

Army Composition

Unique individuals (i.e. those marked with a [1] after their name in the list) cannot be included in tournament armies.

Miniatures

Players are permitted to use non-Mantic miniatures in their armies.

Force Lists

You are required to submit a copy of your Force List to the organisers at the start of the tournament – please write out all units, points costs and any additional equipment in full.

Tournament Rules

1. Game Time And Victory Conditions

The tournament consists of six games, and will make use of chess clocks. Each player has forty-five minutes for the game, including set-up.

Game Sequence:

- The scenario used for each game will be announced by the organiser at the start of each game from the list on pages 24–25. All three scenarios will be played.
- Meet your opponent at the table, discuss the terrain (that is set up by the organisers and cannot be moved), place any objective markers, and finally roll-off for table side.



- Sit on your own side of the table and place your army on the side of the table, so that the opponent can see your models and your force list and ask any questions.
- Roll-off to decide who is going to begin set-up. Once the winner of the roll off decides who will start to set-up, that player's clock IS STARTED. Players alternate setting units up using the clock as described in the Timed Games section of the Kings of War rules. Once the last unit is set-up, both clocks are stopped.
- Roll-off to decide who is going to begin making Vanguard moves. Once the winner of the roll off decides who will start to move Vanguard units, that player's clock IS STARTED. Players alternate making any Vanguard moves using the clock. Once the last Vanguard move is made, both clocks are stopped.
- Roll-off to decide who is going to take the first turn. Once the winner of the roll off decides who will start to play, that player's clock IS STARTED. Players alternate taking turns using the clock.
- The game lasts twelve turns (each player taking six turns). At the end of turn 12, the player rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra turn and then the game ends – work out the winner as normal.
- However, if a player runs out of time during one of his turns, the game ends instantly and his entire army routs – immediately remove all of his remaining units, as if they suffered a Rout! result, and then work out the victory conditions as normal. Note that players cannot decide to suddenly end a turn without completing all actions they have initiated (for example, without resolving the melee against enemy units they have charged in the Move phase). They can, however, simply declare that they are ordering all units to halt in the Move phase, and that no unit is Shooting in the Shoot phase.

2. Turns

The match-ups of the first round will be random. In the following rounds players will be paired using Tournament Points (TP), as explained below.

Tournament Points

After a game the points will be assigned as follows:

Result	Tournament Points
Victory	3 TP
Draw	1 TP
Loss	0 TP

So, from the second round, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order).

In case of more than two players on the same number of TPs, players will be matched in order of descending 'Attrition Score'.

By 'Attrition Score', we mean the amount of points of enemy units routed by the player until that point in the Tournament (including in Pillage! games). Please see the Tournament Errata overleaf for more about Attrition points.

If they have the same TPs and the same 'Attrition Score', players will be paired in alphabetic order.

3. Winning The Tournament

The winner is determined at the end of the last round, according to the following criteria:

- The player with the most TP will be the winner.
- In case of same TP at the top, the winner will be the player with the highest 'Attrition Score'.
- In case of same 'Attrition Score', we'll see if the players have played each other during the course of the tournament and the winner will be the winner of such match.
- If the players never met in the tournament, the tournament ends with a joint victory and the players share the first prize.

Notes

Sportsmanship

There are no sportsmanship scores at this tournament. However we expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent.

Rules Questions and Player Conduct

The main aim of this event is to get together for the weekend and make Kings of War a fantastic tournament system.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves. If in doubt, the organisers are available to resolve your problem.

Customizing the Tournament Rules

If you change the size of the armies, remember to change game length in proportion. We found that is a good idea to allow each player 15 minutes for every full 500 points in the army. So, for example, a 2000 pts game goes well with a two hours game time (one hour per player).

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 Norbert Barrion
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 Olivier MONEVEUX
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 Paul Meredith
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 Paul Stacey
 Paul T MacDonald
 Paul Thomas
 Paul Turner
 Paulo Cortes
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 Pete (Slinky) Slinn
 Peter 'the Commander' Cheney
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 Forja y Desvan TV
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Sam Wooding
Samantha Charlton
Samantha Lee
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William A. Urpsis
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Wim Driessens
Yannick Herremans
Yannick Herremans (OlorinNight)
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